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Unique solved — ko_osaga

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

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Count: 2,354

1.

2207A

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2.

2183A

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3.

2147A

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4.

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2122A

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6.

2124A

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7.

2096A

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8.

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9.

2062A

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10.

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12.

2053A

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13.

2048A

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2034A

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2039A

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17.

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18.

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1919B

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1870A

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1773F

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28.

1746B

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29.

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1738A

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1623A

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33.

1621A

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1392B

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38.

1392A

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1348A

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1307A

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41.

1284A

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42.

1270A

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1209A

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44.

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45.

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46.

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49.

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50.

1093A

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51.

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52.

1017A

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952A

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802G1

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758A

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56.

755A

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57.

750A

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58.

472A

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59.

454A

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677A

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664A

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447A

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231A

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66.

467A

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67.

630A

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68.

618A

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69.

551A

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70.

9A

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71.

486A

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72.

448A

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73.

4A

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74.

2062B

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75.

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76.

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1666D

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80.

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83.

1326B

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84.

1279A

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85.

1267B

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86.

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87.

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89.

1089L

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90.

981A

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868A

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93.

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96.

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97.

616A

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98.

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99.

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100.

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103.

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

[ko_osaga's solution](#)

104.

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,491 global accepts · Rating: 900 · first AC: 2015-06-25 · last AC: 2015-08-01 · GNU C++11 (first AC) · Tags: brute force, math, strings

[ko_osaga's solution](#)

105.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,392 global accepts · Rating: 900 · first AC: 2015-08-01 · GNU C++11 (first AC) · Tags: greedy

[ko_osaga's solution](#)

106.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[ko_osaga's solution](#)

107.

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2015-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[ko_osaga's solution](#)

108.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings
[ko_osaga's solution](#)

109.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: brute force, geometry
[ko_osaga's solution](#)

110.

2147B

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

Quality: 16,968 global accepts · Rating: 1000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[ko_osaga's solution](#)

111.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[ko_osaga's solution](#)

112.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[ko_osaga's solution](#)

113.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers
[ko_osaga's solution](#)

114.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[ko_osaga's solution](#)

115.

1975B

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

Quality: 21,072 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[ko_osaga's solution](#)

116.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,912 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[ko_osaga's solution](#)

117.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[ko_osaga's solution](#)

118.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ko_osaga's solution](#)

119.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[ko_osaga's solution](#)

120.

1211A

[Three Problems](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[ko_osaga's solution](#)

121.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[ko_osaga's solution](#)

122.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ko_osaga's solution](#)

123.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ko_osaga's solution](#)

124.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ko_osaga's solution](#)

125.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[ko_osaga's solution](#)

126.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[ko_osaga's solution](#)

127.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1000 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ko_osaga's solution](#)

128.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[ko_osaga's solution](#)

129.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,985 global accepts · Rating: 1000 · first AC: 2016-12-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[ko_osaga's solution](#)

130.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ko_osaga's solution](#)

131.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math
[ko_osaga's solution](#)

132.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ko_osaga's solution](#)

133.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[ko_osaga's solution](#)

134.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,846 global accepts · Rating: 1000 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: implementation
[ko_osaga's solution](#)

135.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[ko_osaga's solution](#)

136.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math
[ko_osaga's solution](#)

137.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: sortings
[ko_osaga's solution](#)

138.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,916 global accepts · Rating: 1000 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: implementation, math
[ko_osaga's solution](#)

139.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: brute force, number theory, sortings

[ko_osaga's solution](#)

140.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[ko_osaga's solution](#)

141.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,935 global accepts · Rating: 1000 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: bitmasks

[ko_osaga's solution](#)

142.

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[ko_osaga's solution](#)

143.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: brute force, implementation

[ko_osaga's solution](#)

144.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,980 global accepts · Rating: 1000 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: implementation, strings

[ko_osaga's solution](#)

145.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,403 global accepts · Rating: 1000 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[ko_osaga's solution](#)

146.

389A

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

Quality: 14,977 global accepts · Rating: 1000 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: greedy, math

[ko_osaga's solution](#)

147.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,533 global accepts · Rating: 1000 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[ko_osaga's solution](#)

148.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[ko_osaga's solution](#)

149.

5A

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

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: implementation

[ko_osaga's solution](#)

150.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,244 global accepts · Rating: 1000 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: math

[ko_osaga's solution](#)

151.

500A

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

Quality: 62,699 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[ko_osaga's solution](#)

152.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2014-07-17 · last AC: 2014-07-17 · GNU C++ (first AC) · Tags: greedy, implementation

[ko_osaga's solution](#)

153.

2183B

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

Quality: 16,178 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ko_osaga's solution](#)

154.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ko_osaga's solution](#)

155.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[ko_osaga's solution](#)

156.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,617 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[ko_osaga's solution](#)

157.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[ko_osaga's solution](#)

158.

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

[ko_osaga's solution](#)

159.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ko_osaga's solution](#)

160.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,813 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[ko_osaga's solution](#)

161.

1787B

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

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

162.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ko_osaga's solution](#)

163.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[ko_osaga's solution](#)

164.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[ko_osaga's solution](#)

165.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[ko_osaga's solution](#)

166.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[ko_osaga's solution](#)

167.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search
[ko_osaga's solution](#)

168.

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[ko_osaga's solution](#)

169.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[ko_osaga's solution](#)

170.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ko_osaga's solution](#)

171.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ko_osaga's solution](#)

172.

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

[ko_osaga's solution](#)

173.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ko_osaga's solution](#)

174.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 1100 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ko_osaga's solution](#)

175.

300A

[Array](#) · [Tutorial](#)

Quality: 27,217 global accepts · Rating: 1100 · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[ko_osaga's solution](#)

176.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ko_osaga's solution](#)

177.

433A

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

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2016-07-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[ko_osaga's solution](#)

178.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

179.

682A

[Alyona and Numbers](#) · [Tutorial](#)

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2016-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[ko_osaga's solution](#)

180.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2016-05-10 · GNU C++11 (first AC) · Tags: greedy

[ko_osaga's solution](#)

181.

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: dp

[ko_osaga's solution](#)

182.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[ko_osaga's solution](#)

183.

174A

[Problem About Equation](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: math
[ko_osaga's solution](#)

184.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: implementation
[ko_osaga's solution](#)

185.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[ko_osaga's solution](#)

186.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,794 global accepts · Rating: 1100 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: sortings
[ko_osaga's solution](#)

187.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: brute force, implementation
[ko_osaga's solution](#)

188.

467B

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

Quality: 42,855 global accepts · Rating: 1100 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[ko_osaga's solution](#)

189.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: math, number theory
[ko_osaga's solution](#)

190.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,919 global accepts · Rating: 1100 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: combinatorics, math
[ko_osaga's solution](#)

191.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: math
[ko_osaga's solution](#)

192.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms
[ko_osaga's solution](#)

193.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[ko_osaga's solution](#)

194.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[ko_osaga's solution](#)

195.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[ko_osaga's solution](#)

196.

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,553 global accepts · Rating: 1100 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: implementation, math

[ko_osaga's solution](#)

197.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,671 global accepts · Rating: 1100 · first AC: 2015-06-20 · GNU C++11 (first AC) · Tags: implementation, sortings

[ko_osaga's solution](#)

198.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: brute force

[ko_osaga's solution](#)

199.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: greedy, math

[ko_osaga's solution](#)

200.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,728 global accepts · Rating: 1100 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[ko_osaga's solution](#)

201.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation

[ko_osaga's solution](#)

202.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[ko_osaga's solution](#)

203.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2014-10-16 · GNU C++ (first AC) · Tags: implementation

[ko_osaga's solution](#)

204.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,966 global accepts · Rating: 1100 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, implementation, math
[ko_osaga's solution](#)

205.

2062C

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

Quality: 18,391 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[ko_osaga's solution](#)

206.

2053B

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

Quality: 16,979 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy
[ko_osaga's solution](#)

207.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[ko_osaga's solution](#)

208.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory
[ko_osaga's solution](#)

209.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[ko_osaga's solution](#)

210.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[ko_osaga's solution](#)

211.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[ko_osaga's solution](#)

212.

1738B

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

Quality: 18,794 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[ko_osaga's solution](#)

213.

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
[ko_osaga's solution](#)

214.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation
[ko_osaga's solution](#)

215.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[ko_osaga's solution](#)

216.

1270B

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

Quality: 17,375 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[ko_osaga's solution](#)

217.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[ko_osaga's solution](#)

218.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[ko_osaga's solution](#)

219.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[ko_osaga's solution](#)

220.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[ko_osaga's solution](#)

221.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[ko_osaga's solution](#)

222.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,961 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[ko_osaga's solution](#)

223.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ko_osaga's solution](#)

224.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ko_osaga's solution](#)

225.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ko_osaga's solution](#)

226.

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[ko_osaga's solution](#)

227.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ko_osaga's solution](#)

228.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[ko_osaga's solution](#)

229.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ko_osaga's solution](#)

230.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[ko_osaga's solution](#)

231.

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

[ko_osaga's solution](#)

232.

802M1

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

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ko_osaga's solution](#)

233.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[ko_osaga's solution](#)

234.

740B

[Alyona and flowers](#) · [Tutorial](#)

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ko_osaga's solution](#)

235.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ko_osaga's solution](#)

236.

454B

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

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ko_osaga's solution](#)

237.

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ko_osaga's solution](#)

238.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ko_osaga's solution](#)

239.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[ko_osaga's solution](#)

240.

433B

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

Quality: 53,872 global accepts · Rating: 1200 · first AC: 2016-07-04 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[ko_osaga's solution](#)

241.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-27 · GNU C++11 (first AC) · Tags: sortings

[ko_osaga's solution](#)

242.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[ko_osaga's solution](#)

243.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[ko_osaga's solution](#)

244.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[ko_osaga's solution](#)

245.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: math

[ko_osaga's solution](#)

246.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: implementation, math

[ko_osaga's solution](#)

247.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[ko_osaga's solution](#)

248.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: implementation

[ko_osaga's solution](#)

249.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[ko_osaga's solution](#)

250.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[ko_osaga's solution](#)

251.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: greedy, sortings

[ko_osaga's solution](#)

252.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: graphs, implementation

[ko_osaga's solution](#)

253.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[ko_osaga's solution](#)

254.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: math, number theory

[ko_osaga's solution](#)

255.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,909 global accepts · Rating: 1200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[ko_osaga's solution](#)

256.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: math

[ko_osaga's solution](#)

257.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-19 · last AC: 2016-02-19 · GNU C++11 (first AC) · Tags: math

[ko_osaga's solution](#)

258.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,452 global accepts · Rating: 1200 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[ko_osaga's solution](#)

259.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: greedy, sortings

[ko_osaga's solution](#)

260.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[ko_osaga's solution](#)

261.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[ko_osaga's solution](#)

262.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[ko_osaga's solution](#)

263.

6C

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

Quality: 17,485 global accepts · Rating: 1200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, two pointers

[ko_osaga's solution](#)

264.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,473 global accepts · Rating: 1200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[ko_osaga's solution](#)

265.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,025 global accepts · Rating: 1200 · first AC: 2014-09-12 · last AC: 2015-02-09 · GNU C++ (first AC) · Tags: implementation

[ko_osaga's solution](#)

266.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, implementation

[ko_osaga's solution](#)

267.

459A

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

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: implementation

[ko_osaga's solution](#)

268.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, sortings

[ko_osaga's solution](#)

269.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[ko_osaga's solution](#)

270.

2201A1

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

Quality: 11,057 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ko_osaga's solution](#)

271.

2187A

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

Quality: 15,870 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ko_osaga's solution](#)

272.

2127B

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

Quality: 13,494 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[ko_osaga's solution](#)

273.

2124C

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

Quality: 14,607 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ko_osaga's solution](#)

274.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[ko_osaga's solution](#)

275.

2023A

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

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ko_osaga's solution](#)

276.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ko_osaga's solution](#)

277.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ko_osaga's solution](#)

278.

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

[ko_osaga's solution](#)

279.

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[ko_osaga's solution](#)

280.

1746C

[Permutation Operations · Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ko_osaga's solution](#)

281.

1693A

[Directional Increase · Tutorial](#)

Quality: 17,439 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ko_osaga's solution](#)

282.

1601A

[Array Elimination · Tutorial](#)

Quality: 21,096 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory
[ko_osaga's solution](#)

283.

1558A

[Charmed by the Game · Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[ko_osaga's solution](#)

284.

1534C

[Little Alawn's Puzzle · Tutorial](#)

Quality: 13,813 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[ko_osaga's solution](#)

285.

1446A

[Knapsack · Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[ko_osaga's solution](#)

286.

1401C

[Mere Array · Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[ko_osaga's solution](#)

287.

1326C

[Permutation Partitions · Tutorial](#)

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[ko_osaga's solution](#)

288.

1322A

[Unusual Competitions · Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ko_osaga's solution](#)

289.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[ko_osaga's solution](#)

290.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[ko_osaga's solution](#)

291.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[ko_osaga's solution](#)

292.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation
[ko_osaga's solution](#)

293.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,369 global accepts · Rating: 1300 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings
[ko_osaga's solution](#)

294.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ko_osaga's solution](#)

295.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2019-01-28 · Python 3 (first AC) · Tags: constructive algorithms, implementation
[ko_osaga's solution](#)

296.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ko_osaga's solution](#)

297.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ko_osaga's solution](#)

298.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1300 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ko_osaga's solution](#)

299.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[ko_osaga's solution](#)

300.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ko_osaga's solution](#)

301.

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

[ko_osaga's solution](#)

302.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[ko_osaga's solution](#)

303.

740A

[Alyona and copybooks](#) · [Tutorial](#)

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ko_osaga's solution](#)

304.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

305.

413B

[Spyke Chatting](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 1300 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ko_osaga's solution](#)

306.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ko_osaga's solution](#)

307.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,521 global accepts · Rating: 1300 · first AC: 2016-05-10 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[ko_osaga's solution](#)

308.

598B

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

Quality: 12,203 global accepts · Rating: 1300 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: implementation, strings

[ko_osaga's solution](#)

309.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: *special, brute force

[ko_osaga's solution](#)

310.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: *special, combinatorics

[ko_osaga's solution](#)

311.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[ko_osaga's solution](#)

312.

462B

[Appleman and Card Game](#) · [Tutorial](#)

Quality: 15,566 global accepts · Rating: 1300 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: greedy
[ko_osaga's solution](#)

313.

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
[ko_osaga's solution](#)

314.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[ko_osaga's solution](#)

315.

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: implementation, math
[ko_osaga's solution](#)

316.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, two pointers
[ko_osaga's solution](#)

317.

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: brute force, greedy
[ko_osaga's solution](#)

318.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 1300 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[ko_osaga's solution](#)

319.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[ko_osaga's solution](#)

320.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math
[ko_osaga's solution](#)

321.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[ko_osaga's solution](#)

322.

220A

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

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: implementation, sortings

[ko_osaga's solution](#)

323.

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

[ko_osaga's solution](#)

324.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,171 global accepts · Rating: 1300 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[ko_osaga's solution](#)

325.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,360 global accepts · Rating: 1300 · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: implementation

[ko_osaga's solution](#)

326.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: implementation

[ko_osaga's solution](#)

327.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: implementation

[ko_osaga's solution](#)

328.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation

[ko_osaga's solution](#)

329.

4C

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

Quality: 108,158 global accepts · Rating: 1300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[ko_osaga's solution](#)

330.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,265 global accepts · Rating: 1300 · first AC: 2014-10-16 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[ko_osaga's solution](#)

331.

459B

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

Quality: 47,494 global accepts · Rating: 1300 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: combinatorics, implementation, sortings

[ko_osaga's solution](#)

332.

2190B1

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

Quality: 10,677 global accepts · Rating: 1400 · first AC: 2026-01-17 · last AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[ko_osaga's solution](#)

333.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[ko_osaga's solution](#)

334.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ko_osaga's solution](#)

335.

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[ko_osaga's solution](#)

336.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[ko_osaga's solution](#)

337.

1919C

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

Quality: 28,586 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ko_osaga's solution](#)

338.

1893A

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

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

[ko_osaga's solution](#)

339.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ko_osaga's solution](#)

340.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ko_osaga's solution](#)

341.

1764C

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

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

[ko_osaga's solution](#)

342.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,771 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[ko_osaga's solution](#)

343.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[ko_osaga's solution](#)

344.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[ko_osaga's solution](#)

345.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[ko_osaga's solution](#)

346.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[ko_osaga's solution](#)

347.

1348B

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

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ko_osaga's solution](#)

348.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[ko_osaga's solution](#)

349.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ko_osaga's solution](#)

350.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ko_osaga's solution](#)

351.

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ko_osaga's solution](#)

352.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[ko_osaga's solution](#)

353.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,595 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ko_osaga's solution](#)

354.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ko_osaga's solution](#)

355.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[ko_osaga's solution](#)

356.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
[ko_osaga's solution](#)

357.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ko_osaga's solution](#)

358.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, math
[ko_osaga's solution](#)

359.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
[ko_osaga's solution](#)

360.

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
[ko_osaga's solution](#)

361.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[ko_osaga's solution](#)

362.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math
[ko_osaga's solution](#)

363.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,580 global accepts · Rating: 1400 · first AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[ko_osaga's solution](#)

364.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,799 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ko_osaga's solution](#)

365.

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ko_osaga's solution](#)

366.

475B

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

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ko_osaga's solution](#)

367.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2016-11-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[ko_osaga's solution](#)

368.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ko_osaga's solution](#)

369.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1400 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[ko_osaga's solution](#)

370.

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,677 global accepts · Rating: 1400 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ko_osaga's solution](#)

371.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ko_osaga's solution](#)

372.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ko_osaga's solution](#)

373.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,949 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[ko_osaga's solution](#)

374.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: implementation, math

[ko_osaga's solution](#)

375.

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

[ko_osaga's solution](#)

376.

331A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[ko_osaga's solution](#)

377.

668A

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

Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[ko_osaga's solution](#)

378.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,011 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures, implementation

[ko_osaga's solution](#)

379.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math

[ko_osaga's solution](#)

380.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: implementation

[ko_osaga's solution](#)

381.

315A

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

Quality: 12,296 global accepts · Rating: 1400 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force

[ko_osaga's solution](#)

382.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[ko_osaga's solution](#)

383.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: combinatorics, math

[ko_osaga's solution](#)

384.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: greedy, sortings

[ko_osaga's solution](#)

385.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,074 global accepts · Rating: 1400 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[ko_osaga's solution](#)

386.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: implementation

[ko_osaga's solution](#)

387.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[ko_osaga's solution](#)

388.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[ko_osaga's solution](#)

389.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[ko_osaga's solution](#)

390.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ko_osaga's solution](#)

391.

516A

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

Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math

[ko_osaga's solution](#)

392.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2015-02-05 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, graphs

[ko_osaga's solution](#)

393.

480A

[Exams](#) · [Tutorial](#)

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

[ko_osaga's solution](#)

394.

448B

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

Quality: 17,315 global accepts · Rating: 1400 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation, strings

[ko_osaga's solution](#)

395.

2183D1

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

Quality: 8,856 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ko_osaga's solution](#)

396.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[ko_osaga's solution](#)

397.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ko_osaga's solution](#)

398.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ko_osaga's solution](#)

399.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[ko_osaga's solution](#)

400.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ko_osaga's solution](#)

401.

1924A

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

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

[ko_osaga's solution](#)

402.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[ko_osaga's solution](#)

403.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,777 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[ko_osaga's solution](#)

404.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ko_osaga's solution](#)

405.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[ko_osaga's solution](#)

406.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[ko_osaga's solution](#)

407.

1545A

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

Quality: 14,885 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[ko_osaga's solution](#)

408.

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[ko_osaga's solution](#)

409.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[ko_osaga's solution](#)

410.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[ko_osaga's solution](#)

411.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ko_osaga's solution](#)

412.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ko_osaga's solution](#)

413.

1211B

[Traveling Around the Golden Ring of Berland](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1500 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[ko_osaga's solution](#)

414.

1207C

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Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ko_osaga's solution](#)

415.

1119C

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Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ko_osaga's solution](#)

416.

1158A

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Quality: 8,339 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

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417.

1110C

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Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ko_osaga's solution](#)

418.

1081B

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Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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419.

1081C

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Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ko_osaga's solution](#)

420.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

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421.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ko_osaga's solution](#)

422.

1070F

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Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ko_osaga's solution](#)

423.

1070H

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Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ko_osaga's solution](#)

424.

1012A

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Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math,

sortings

[ko_osaga's solution](#)

425.

1010A

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Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[ko_osaga's solution](#)

426.

958F1

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Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ko_osaga's solution](#)

427.

960B

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Quality: 12,395 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[ko_osaga's solution](#)

428.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ko_osaga's solution](#)

429.

891A

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Quality: 14,280 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ko_osaga's solution](#)

430.

875B

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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

[ko_osaga's solution](#)

431.

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

[ko_osaga's solution](#)

432.

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

[ko_osaga's solution](#)

433.

91B

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Quality: 7,738 global accepts · Rating: 1500 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ko_osaga's solution](#)

434.

91A

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Quality: 3,954 global accepts · Rating: 1500 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ko_osaga's solution](#)

435.

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ko_osaga's solution](#)

436.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,459 global accepts · Rating: 1500 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees

[ko_osaga's solution](#)

437.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ko_osaga's solution](#)

438.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2016-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ko_osaga's solution](#)

439.

300B

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Quality: 7,148 global accepts · Rating: 1500 · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[ko_osaga's solution](#)

440.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[ko_osaga's solution](#)

441.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,484 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ko_osaga's solution](#)

442.

677C

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Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[ko_osaga's solution](#)

443.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[ko_osaga's solution](#)

444.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,873 global accepts · Rating: 1500 · first AC: 2016-05-10 · GNU C++11 (first AC) · Tags: dp, greedy

[ko_osaga's solution](#)

445.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[ko_osaga's solution](#)

446.

367A

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Quality: 4,546 global accepts · Rating: 1500 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: data structures, implementation

[ko_osaga's solution](#)

447.

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: data structures, sortings

[ko_osaga's solution](#)

448.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: greedy

[ko_osaga's solution](#)

449.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[ko_osaga's solution](#)

450.

274A

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Quality: 10,813 global accepts · Rating: 1500 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[ko_osaga's solution](#)

451.

342B

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Quality: 4,207 global accepts · Rating: 1500 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[ko_osaga's solution](#)

452.

608B

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Quality: 7,463 global accepts · Rating: 1500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, strings

[ko_osaga's solution](#)

453.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: games, greedy

[ko_osaga's solution](#)

454.

264B

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[ko_osaga's solution](#)

455.

204B

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Quality: 5,909 global accepts · Rating: 1500 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: binary search, data structures

[ko_osaga's solution](#)

456.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp

[ko_osaga's solution](#)

457.

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[ko_osaga's solution](#)

458.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,980 global accepts · Rating: 1500 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: dp

[ko_osaga's solution](#)

459.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: math, number theory

[ko_osaga's solution](#)

460.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: dp, math, number theory

[ko_osaga's solution](#)

461.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[ko_osaga's solution](#)

462.

611C

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

Quality: 9,034 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[ko_osaga's solution](#)

463.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[ko_osaga's solution](#)

464.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[ko_osaga's solution](#)

465.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation

[ko_osaga's solution](#)

466.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: greedy

[ko_osaga's solution](#)

467.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,832 global accepts · Rating: 1500 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[ko_osaga's solution](#)

468.

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: greedy

[ko_osaga's solution](#)

469.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: data structures, implementation

[ko_osaga's solution](#)

470.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2015-02-04 · GNU C (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[ko_osaga's solution](#)

471.

468A

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Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[ko_osaga's solution](#)

472.

2207C

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Quality: 5,449 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[ko_osaga's solution](#)

473.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,813 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[ko_osaga's solution](#)

474.

2084D

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Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[ko_osaga's solution](#)

475.

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

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476.

2061C

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Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

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477.

2048D

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Quality: 8,311 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

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478.

2034D

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Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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479.

2018A

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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

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480.

1938H

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Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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481.

1787C

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Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

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482.

1753B

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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483.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[ko_osaga's solution](#)

484.

1609D

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Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

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485.

1458A

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Quality: 25,296 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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486.

1396A

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Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

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487.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[ko_osaga's solution](#)

488.

1336A

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

Quality: 24,668 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[ko_osaga's solution](#)

489.

1290A

[Mind Control](#) · [Tutorial](#)

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

[ko_osaga's solution](#)

490.

1288C

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Quality: 15,275 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ko_osaga's solution](#)

491.

1284C

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Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ko_osaga's solution](#)

492.

1246A

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Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[ko_osaga's solution](#)

493.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[ko_osaga's solution](#)

494.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[ko_osaga's solution](#)

495.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[ko_osaga's solution](#)

496.

1188A1

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Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[ko_osaga's solution](#)

497.

1175B

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Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[ko_osaga's solution](#)

498.

1148B

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Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers
[ko_osaga's solution](#)

499.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings
[ko_osaga's solution](#)

500.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[ko_osaga's solution](#)

501.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[ko_osaga's solution](#)

502.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2019-01-28 · Python 3 (first AC) · Tags: implementation
[ko_osaga's solution](#)

503.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ko_osaga's solution](#)

504.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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505.

1045I

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Quality: 5,465 global accepts · Rating: 1600 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings
[ko_osaga's solution](#)

506.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ko_osaga's solution](#)

507.

966A

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

Rating: 1600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[ko_osaga's solution](#)

508.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · Python 3 (first AC) · Tags: brute force, geometry, greedy, math
[ko_osaga's solution](#)

509.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · Kotlin 1.4 (first AC) · Tags: implementation

[ko_osaga's solution](#)

510.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[ko_osaga's solution](#)

511.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[ko_osaga's solution](#)

512.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[ko_osaga's solution](#)

513.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[ko_osaga's solution](#)

514.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,316 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[ko_osaga's solution](#)

515.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ko_osaga's solution](#)

516.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[ko_osaga's solution](#)

517.

793B

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Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[ko_osaga's solution](#)

518.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[ko_osaga's solution](#)

519.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[ko_osaga's solution](#)

520.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,054 global accepts · Rating: 1600 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[ko_osaga's solution](#)

521.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[ko_osaga's solution](#)

522.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[ko_osaga's solution](#)

523.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[ko_osaga's solution](#)

524.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[ko_osaga's solution](#)

525.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[ko_osaga's solution](#)

526.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[ko_osaga's solution](#)

527.

454C

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

Rating: 1600 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[ko_osaga's solution](#)

528.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[ko_osaga's solution](#)

529.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,200 global accepts · Rating: 1600 · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ko_osaga's solution](#)

530.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[ko_osaga's solution](#)

531.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[ko_osaga's solution](#)

532.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[ko_osaga's solution](#)

533.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[ko_osaga's solution](#)

534.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: implementation, math
[ko_osaga's solution](#)

535.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: binary search, dp
[ko_osaga's solution](#)

536.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: greedy, math
[ko_osaga's solution](#)

537.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2016-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[ko_osaga's solution](#)

538.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[ko_osaga's solution](#)

539.

674B

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[ko_osaga's solution](#)

540.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: data structures, greedy
[ko_osaga's solution](#)

541.

447C

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

Rating: 1600 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: dp

[ko_osaga's solution](#)

542.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[ko_osaga's solution](#)

543.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

[ko_osaga's solution](#)

544.

657A

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[ko_osaga's solution](#)

545.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[ko_osaga's solution](#)

546.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[ko_osaga's solution](#)

547.

314A

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

Quality: 2,173 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: implementation

[ko_osaga's solution](#)

548.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,519 global accepts · Rating: 1600 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[ko_osaga's solution](#)

549.

28A

[Bender Problem](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 1600 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: implementation

[ko_osaga's solution](#)

550.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[ko_osaga's solution](#)

551.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers

[ko_osaga's solution](#)

552.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,984 global accepts · Rating: 1600 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: number theory

[ko_osaga's solution](#)

553.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1600 · first AC: 2016-01-29 · last AC: 2016-01-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[ko_osaga's solution](#)

554.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[ko_osaga's solution](#)

555.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[ko_osaga's solution](#)

556.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[ko_osaga's solution](#)

557.

493C

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

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[ko_osaga's solution](#)

558.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[ko_osaga's solution](#)

559.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[ko_osaga's solution](#)

560.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, sortings

[ko_osaga's solution](#)

561.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[ko_osaga's solution](#)

562.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-31 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[ko_osaga's solution](#)

563.

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

[ko_osaga's solution](#)

564.

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[ko_osaga's solution](#)

565.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ko_osaga's solution](#)

566.

2201B

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

Quality: 4,957 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ko_osaga's solution](#)

567.

2201A2

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

Quality: 5,089 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[ko_osaga's solution](#)

568.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,134 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[ko_osaga's solution](#)

569.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[ko_osaga's solution](#)

570.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[ko_osaga's solution](#)

571.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[ko_osaga's solution](#)

572.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[ko_osaga's solution](#)

573.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[ko_osaga's solution](#)

574.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ko_osaga's solution](#)

575.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[ko_osaga's solution](#)

576.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[ko_osaga's solution](#)

577.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 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

[ko_osaga's solution](#)

578.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[ko_osaga's solution](#)

579.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,489 global accepts · Rating: 1700 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ko_osaga's solution](#)

580.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[ko_osaga's solution](#)

581.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,463 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[ko_osaga's solution](#)

582.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math, sortings

[ko_osaga's solution](#)

583.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[ko_osaga's solution](#)

584.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ko_osaga's solution](#)

585.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[ko_osaga's solution](#)

586.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[ko_osaga's solution](#)

587.

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

[ko_osaga's solution](#)

588.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[ko_osaga's solution](#)

589.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[ko_osaga's solution](#)

590.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · last AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ko_osaga's solution](#)

591.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[ko_osaga's solution](#)

592.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ko_osaga's solution](#)

593.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ko_osaga's solution](#)

594.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ko_osaga's solution](#)

595.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[ko_osaga's solution](#)

596.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ko_osaga's solution](#)

597.

1211C

[Ice Cream](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1700 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings

[ko_osaga's solution](#)

598.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[ko_osaga's solution](#)

599.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[ko_osaga's solution](#)

600.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[ko_osaga's solution](#)

601.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ko_osaga's solution](#)

602.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · last AC: 2018-12-03 · Python 3 (first AC) · Tags: constructive algorithms

[ko_osaga's solution](#)

603.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[ko_osaga's solution](#)

604.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[ko_osaga's solution](#)

605.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[ko_osaga's solution](#)

606.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[ko_osaga's solution](#)

607.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ko_osaga's solution](#)

608.

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[ko_osaga's solution](#)

609.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[ko_osaga's solution](#)

610.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[ko_osaga's solution](#)

611.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: implementation

[ko_osaga's solution](#)

612.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ko_osaga's solution](#)

613.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[ko_osaga's solution](#)

614.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[ko_osaga's solution](#)

615.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[ko_osaga's solution](#)

616.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special
[ko_osaga's solution](#)

617.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings
[ko_osaga's solution](#)

618.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees
[ko_osaga's solution](#)

619.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar
[ko_osaga's solution](#)

620.

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[ko_osaga's solution](#)

621.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ko_osaga's solution](#)

622.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[ko_osaga's solution](#)

623.

126B

[Password](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 1700 · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[ko_osaga's solution](#)

624.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[ko_osaga's solution](#)

625.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[ko_osaga's solution](#)

626.

322C

[Ciel and Robot](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[ko_osaga's solution](#)

627.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math
[ko_osaga's solution](#)

628.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees
[ko_osaga's solution](#)

629.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[ko_osaga's solution](#)

630.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math
[ko_osaga's solution](#)

631.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs
[ko_osaga's solution](#)

632.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: implementation
[ko_osaga's solution](#)

633.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths
[ko_osaga's solution](#)

634.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,095 global accepts · Rating: 1700 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[ko_osaga's solution](#)

635.

409B

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

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2016-03-24 · Mysterious Language (first AC) · Tags: *special

[ko_osaga's solution](#)

636.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[ko_osaga's solution](#)

637.

183A

[Headquarters](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1700 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[ko_osaga's solution](#)

638.

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: brute force, geometry

[ko_osaga's solution](#)

639.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: dp

[ko_osaga's solution](#)

640.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[ko_osaga's solution](#)

641.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[ko_osaga's solution](#)

642.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: dp

[ko_osaga's solution](#)

643.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1700 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[ko_osaga's solution](#)

644.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: geometry, math

[ko_osaga's solution](#)

645.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: brute force, greedy

[ko_osaga's solution](#)

646.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,808 global accepts · Rating: 1700 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, expression parsing,

implementation

[ko_osaga's solution](#)

647.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math

[ko_osaga's solution](#)

648.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[ko_osaga's solution](#)

649.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp, implementation

[ko_osaga's solution](#)

650.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: combinatorics, math

[ko_osaga's solution](#)

651.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[ko_osaga's solution](#)

652.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation

[ko_osaga's solution](#)

653.

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

[ko_osaga's solution](#)

654.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,203 global accepts · Rating: 1700 · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[ko_osaga's solution](#)

655.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2015-06-19 · last AC: 2015-06-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[ko_osaga's solution](#)

656.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[ko_osaga's solution](#)

657.

4D

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

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: dp, sortings

[ko_osaga's solution](#)

658.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: games, greedy, implementation, math

[ko_osaga's solution](#)

659.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: implementation, math, trees

[ko_osaga's solution](#)

660.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: geometry

[ko_osaga's solution](#)

661.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[ko_osaga's solution](#)

662.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,891 global accepts · Rating: 1700 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[ko_osaga's solution](#)

663.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: greedy, strings

[ko_osaga's solution](#)

664.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: greedy, math

[ko_osaga's solution](#)

665.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[ko_osaga's solution](#)

666.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ko_osaga's solution](#)

667.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,196 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and

similar, graphs, trees

[ko_osaga's solution](#)

668.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[ko_osaga's solution](#)

669.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[ko_osaga's solution](#)

670.

1912K

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Quality: 4,202 global accepts · Rating: 1800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[ko_osaga's solution](#)

671.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[ko_osaga's solution](#)

672.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[ko_osaga's solution](#)

673.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[ko_osaga's solution](#)

674.

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[ko_osaga's solution](#)

675.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation

[ko_osaga's solution](#)

676.

1648B

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Quality: 7,261 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[ko_osaga's solution](#)

677.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[ko_osaga's solution](#)

678.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[ko_osaga's solution](#)

679.

1548B

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Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[ko_osaga's solution](#)

680.

1552C

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Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[ko_osaga's solution](#)

681.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[ko_osaga's solution](#)

682.

1534D

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Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[ko_osaga's solution](#)

683.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[ko_osaga's solution](#)

684.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[ko_osaga's solution](#)

685.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,937 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[ko_osaga's solution](#)

686.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[ko_osaga's solution](#)

687.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[ko_osaga's solution](#)

688.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[ko_osaga's solution](#)

689.

1290B

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

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[ko_osaga's solution](#)

690.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[ko_osaga's solution](#)

691.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[ko_osaga's solution](#)

692.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ko_osaga's solution](#)

693.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[ko_osaga's solution](#)

694.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[ko_osaga's solution](#)

695.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[ko_osaga's solution](#)

696.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[ko_osaga's solution](#)

697.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[ko_osaga's solution](#)

698.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ko_osaga's solution](#)

699.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[ko_osaga's solution](#)

700.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[ko_osaga's solution](#)

701.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ko_osaga's solution](#)

702.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[ko_osaga's solution](#)

703.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[ko_osaga's solution](#)

704.

1090D

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Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ko_osaga's solution](#)

705.

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[ko_osaga's solution](#)

706.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[ko_osaga's solution](#)

707.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[ko_osaga's solution](#)

708.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[ko_osaga's solution](#)

709.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[ko_osaga's solution](#)

710.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[ko_osaga's solution](#)

711.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[ko_osaga's solution](#)

712.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ko_osaga's solution](#)

713.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ko_osaga's solution](#)

714.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ko_osaga's solution](#)

715.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[ko_osaga's solution](#)

716.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · Kotlin 1.4 (first AC) · Tags: *special, probabilities

[ko_osaga's solution](#)

717.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[ko_osaga's solution](#)

718.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ko_osaga's solution](#)

719.

802A1

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

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ko_osaga's solution](#)

720.

802A2

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

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[ko_osaga's solution](#)

721.

178F1

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

Quality: 459 global accepts · Rating: 1800 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

722.

830A

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Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

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723.

827B

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Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

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724.

800A

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Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

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725.

800B

[Volatile Kite](#) · [Tutorial](#)

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726.

784C

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Quality: 773 global accepts · Rating: 1800 · first AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

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727.

778B

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Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

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728.

776C

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729.

436C

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730.

271D

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731.

725D

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732.

300C

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733.

727D

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734.

724C

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735.

700B

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736.

433C

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737.

687B

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Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory
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738.

671A

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739.

666A

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Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings
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740.

668B

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Rating: 1800 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: implementation

[ko_osaga's solution](#)

741.

652C

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Quality: 3,760 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

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742.

612D

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743.

274B

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Quality: 5,571 global accepts · Rating: 1800 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

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744.

201B

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Quality: 1,392 global accepts · Rating: 1800 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: math, ternary search

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745.

645D

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Quality: 3,341 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

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746.

626D

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Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[ko_osaga's solution](#)

747.

603B

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Quality: 2,710 global accepts · Rating: 1800 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[ko_osaga's solution](#)

748.

220B

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Quality: 12,886 global accepts · Rating: 1800 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

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749.

161D

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[ko_osaga's solution](#)

750.

280B

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Quality: 5,251 global accepts · Rating: 1800 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: data structures, implementation, two pointers

[ko_osaga's solution](#)

751.

610C

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Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[ko_osaga's solution](#)

752.

482B

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Quality: 7,729 global accepts · Rating: 1800 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, trees

[ko_osaga's solution](#)

753.

551B

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Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[ko_osaga's solution](#)

754.

16C

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Quality: 5,418 global accepts · Rating: 1800 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: binary search, number theory

[ko_osaga's solution](#)

755.

487A

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Quality: 3,952 global accepts · Rating: 1800 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[ko_osaga's solution](#)

756.

528B

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[ko_osaga's solution](#)

757.

7C

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758.

543A

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759.

538D

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[ko_osaga's solution](#)

760.

533E

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Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[ko_osaga's solution](#)

761.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: binary search, brute force

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762.

2190B2

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Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[ko_osaga's solution](#)

763.

2066B

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Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ko_osaga's solution](#)

764.

2053E

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Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[ko_osaga's solution](#)

765.

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

[ko_osaga's solution](#)

766.

2018B

[Speedbreaker · Tutorial](#)

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

[ko_osaga's solution](#)

767.

1991E

[Coloring Game · Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[ko_osaga's solution](#)

768.

1991D

[Prime XOR Coloring · Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[ko_osaga's solution](#)

769.

1938C

[Bit Counting Sequence · Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

770.

1912D

[Divisibility Test · Tutorial](#)

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[ko_osaga's solution](#)

771.

1912A

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Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

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772.

1696D

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Quality: 6,014 global accepts · Rating: 1900 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[ko_osaga's solution](#)

773.

1787D

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Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[ko_osaga's solution](#)

774.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ko_osaga's solution](#)

775.

1773A

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Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[ko_osaga's solution](#)

776.

1746D

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Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[ko_osaga's solution](#)

777.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[ko_osaga's solution](#)

778.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ko_osaga's solution](#)

779.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[ko_osaga's solution](#)

780.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[ko_osaga's solution](#)

781.

1601B

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Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp,

graphs, shortest paths, two pointers

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782.

1558B

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Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

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783.

1545B

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784.

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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785.

1404B

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Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

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786.

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

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787.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

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788.

1242B

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Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

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789.

1214D

[Treasure Island](#) · [Tutorial](#)

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

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790.

1207E

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791.

1205B

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Quality: 7,452 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

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792.

1119E

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Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[ko_osaga's solution](#)

793.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

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794.

730J

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Quality: 3,967 global accepts · Rating: 1900 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

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795.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

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796.

1090B

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Quality: 1,550 global accepts · Rating: 1900 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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797.

1089F

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Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

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798.

1043E

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[ko_osaga's solution](#)

799.

1017D

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Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[ko_osaga's solution](#)

800.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

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801.

1012B

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Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

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802.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
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803.

952B

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Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-04-01 · Kotlin 1.4 (first AC) · Tags: *special, brute force, interactive
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804.

930C

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Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
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805.

848B

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Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers
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806.

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
[ko_osaga's solution](#)

807.

784D

[Touchy-Feely Palindromes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 1900 · first AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[ko_osaga's solution](#)

808.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[ko_osaga's solution](#)

809.

377B

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Quality: 2,448 global accepts · Rating: 1900 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[ko_osaga's solution](#)

810.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation
[ko_osaga's solution](#)

811.

740D

[Alyona and a tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs
[ko_osaga's solution](#)

812.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[ko_osaga's solution](#)

813.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2016-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ko_osaga's solution](#)

814.

472D

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Quality: 6,525 global accepts · Rating: 1900 · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

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815.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[ko_osaga's solution](#)

816.

322D

[Ciel and Duel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, two pointers

[ko_osaga's solution](#)

817.

448C

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Quality: 10,793 global accepts · Rating: 1900 · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy

[ko_osaga's solution](#)

818.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[ko_osaga's solution](#)

819.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[ko_osaga's solution](#)

820.

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

[ko_osaga's solution](#)

821.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[ko_osaga's solution](#)

822.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-27 · GNU C++11 (first AC) · Tags: dp, strings

[ko_osaga's solution](#)

823.

685B

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824.

367B

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825.

331B2

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826.

660D

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656A

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828.

173C

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829.

19B

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633C

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832.

292E

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833.

292D

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834.

223C

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650B

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455B

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500D

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838.

327D

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839.

630E

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840.

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388B

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842.

372B

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843.

558C

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844.

553B

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845.

27C

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846.

16E

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847.

552C

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848.

552D

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849.

549D

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850.

6E

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851.

3B

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852.

547B

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854.

529B

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855.

529E

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856.

512B

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857.

506A

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858.

480C

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859.

477B

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860.

463C

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861.

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862.

2201C

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863.

2096D

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864.

2062E1

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865.

2061E

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866.

2057D

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867.

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868.

1893C

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869.

1889C1

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870.

1696E

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871.

1827B1

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872.

1764D

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873.

1753C

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874.

1718B

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875.

1588B

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876.

1558C

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877.

1458B

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1349C

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1349B

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880.

1288E

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882.

1266D

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889.

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1198C

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730I

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1090K

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896.

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899.

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901.

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903.

963B

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904.

958C2

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905.

958A2

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906.

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907.

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908.

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806B

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911.

784E

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912.

786A

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Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

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913.

696C

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914.

758D

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Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

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915.

755D

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916.

475D

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Quality: 6,511 global accepts · Rating: 2000 · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

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917.

388C

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918.

454D

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Rating: 2000 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
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919.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
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920.

433D

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921.

504B

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922.

671B

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923.

545E

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924.

666B

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925.

383C

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Quality: 7,524 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
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926.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings
[ko_osaga's solution](#)

927.

668D

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures
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928.

542C

[Idempotent functions](#) · [Tutorial](#)

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929.

446B

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Quality: 3,856 global accepts · Rating: 2000 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy
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930.

598E

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Quality: 6,084 global accepts · Rating: 2000 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: brute force, dp
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931.

201C

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Quality: 1,513 global accepts · Rating: 2000 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: dp
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932.

242E

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Quality: 11,859 global accepts · Rating: 2000 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: bitmasks, data structures
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933.

633D

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Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math
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934.

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: data structures, dp
[ko_osaga's solution](#)

935.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, strings
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936.

176C

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Quality: 534 global accepts · Rating: 2000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms
[ko_osaga's solution](#)

937.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: binary search
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938.

292C

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Quality: 1,312 global accepts · Rating: 2000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: brute force
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939.

264C

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Quality: 3,277 global accepts · Rating: 2000 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: dp

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940.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

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[ko_osaga's solution](#)

941.

341C

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Rating: 2000 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

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942.

346B

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Quality: 4,260 global accepts · Rating: 2000 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: dp, strings

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943.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 2000 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

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944.

578C

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[ko_osaga's solution](#)

945.

466B

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Quality: 5,267 global accepts · Rating: 2000 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: brute force, math

[ko_osaga's solution](#)

946.

478D

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947.

280A

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Quality: 1,586 global accepts · Rating: 2000 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: geometry

[ko_osaga's solution](#)

948.

235B

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Quality: 4,306 global accepts · Rating: 2000 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[ko_osaga's solution](#)

949.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[ko_osaga's solution](#)

950.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[ko_osaga's solution](#)

951.

461B

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Quality: 7,021 global accepts · Rating: 2000 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[ko_osaga's solution](#)

952.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[ko_osaga's solution](#)

953.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: games

[ko_osaga's solution](#)

954.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers

[ko_osaga's solution](#)

955.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: bitmasks, dp

[ko_osaga's solution](#)

956.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: data structures, schedules

[ko_osaga's solution](#)

957.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[ko_osaga's solution](#)

958.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation

[ko_osaga's solution](#)

959.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, strings

[ko_osaga's solution](#)

960.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[ko_osaga's solution](#)

961.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ko_osaga's solution](#)

962.

2183D2

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Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

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963.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[ko_osaga's solution](#)

964.

2159B

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Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[ko_osaga's solution](#)

965.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[ko_osaga's solution](#)

966.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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967.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[ko_osaga's solution](#)

968.

2029E

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Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ko_osaga's solution](#)

969.

1975E

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Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[ko_osaga's solution](#)

970.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

971.

1924B

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Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[ko_osaga's solution](#)

972.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[ko_osaga's solution](#)

973.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ko_osaga's solution](#)

974.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[ko_osaga's solution](#)

975.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[ko_osaga's solution](#)

976.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[ko_osaga's solution](#)

977.

1621D

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Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ko_osaga's solution](#)

978.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[ko_osaga's solution](#)

979.

1510G

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Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

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980.

1479B2

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structures, dp, greedy, implementation

[ko_osaga's solution](#)

981.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[ko_osaga's solution](#)

982.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[ko_osaga's solution](#)

983.

1392E

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Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ko_osaga's solution](#)

984.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[ko_osaga's solution](#)

985.

1284D

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Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

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986.

1266E

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987.

1267K

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988.

1240C

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Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

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989.

1207F

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Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[ko_osaga's solution](#)

990.

936B

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Quality: 3,411 global accepts · Rating: 2100 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[ko_osaga's solution](#)

991.

1158C

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Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

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992.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar

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993.

1070E

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Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

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994.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[ko_osaga's solution](#)

995.

960D

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Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, trees

[ko_osaga's solution](#)

996.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

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997.

875C

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Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

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998.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[ko_osaga's solution](#)

999.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: dp

[ko_osaga's solution](#)

1000.

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: greedy, sortings

[ko_osaga's solution](#)

1001.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[ko_osaga's solution](#)

1002.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[ko_osaga's solution](#)

1003.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2100 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[ko_osaga's solution](#)

1004.

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[ko_osaga's solution](#)

1005.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[ko_osaga's solution](#)

1006.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[ko_osaga's solution](#)

1007.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[ko_osaga's solution](#)

1008.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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1009.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[ko_osaga's solution](#)

1010.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[ko_osaga's solution](#)

1011.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[ko_osaga's solution](#)

1012.

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ko_osaga's solution](#)

1013.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[ko_osaga's solution](#)

1014.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[ko_osaga's solution](#)

1015.

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, number theory

[ko_osaga's solution](#)

1016.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ko_osaga's solution](#)

1017.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2016-05-10 · GNU C++11 (first AC) · Tags: greedy, two pointers

[ko_osaga's solution](#)

1018.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[ko_osaga's solution](#)

1019.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, greedy

[ko_osaga's solution](#)

1020.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[ko_osaga's solution](#)

1021.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: *special

[ko_osaga's solution](#)

1022.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: brute force, geometry

[ko_osaga's solution](#)

1023.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: dp

[ko_osaga's solution](#)

1024.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

[ko_osaga's solution](#)

1025.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[ko_osaga's solution](#)

1026.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[ko_osaga's solution](#)

1027.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: geometry, ternary search

[ko_osaga's solution](#)

1028.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2016-02-03 · last AC: 2016-02-03 · GNU C++11 (first AC) · Tags: data structures

[ko_osaga's solution](#)

1029.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: data structures, dp, math

[ko_osaga's solution](#)

1030.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ko_osaga's solution](#)

1031.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[ko_osaga's solution](#)

1032.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[ko_osaga's solution](#)

1033.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: dp

[ko_osaga's solution](#)

1034.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[ko_osaga's solution](#)

1035.

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[ko_osaga's solution](#)

1036.

551D

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

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[ko_osaga's solution](#)

1037.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[ko_osaga's solution](#)

1038.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math

[ko_osaga's solution](#)

1039.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2015-05-31 · GNU C++11 (first AC) · Tags: dfs and similar, number theory, trees

[ko_osaga's solution](#)

1040.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ko_osaga's solution](#)

1041.

342D

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

Quality: 567 global accepts · Rating: 2100 · first AC: 2015-02-05 · GNU C++0x (first AC) · Tags: bitmasks, dfs and similar, dp

[ko_osaga's solution](#)

1042.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: combinatorics, dp

[ko_osaga's solution](#)

1043.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2014-08-16 · last AC: 2014-08-17 · GNU C++ (first AC) · Tags: dp, geometry
[ko_osaga's solution](#)

1044.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[ko_osaga's solution](#)

1045.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar
[ko_osaga's solution](#)

1046.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[ko_osaga's solution](#)

1047.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[ko_osaga's solution](#)

1048.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
[ko_osaga's solution](#)

1049.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math
[ko_osaga's solution](#)

1050.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[ko_osaga's solution](#)

1051.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[ko_osaga's solution](#)

1052.

863F

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

Quality: 1,526 global accepts · Rating: 2200 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: flows
[ko_osaga's solution](#)

1053.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[ko_osaga's solution](#)

1054.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[ko_osaga's solution](#)

1055.

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[ko_osaga's solution](#)

1056.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[ko_osaga's solution](#)

1057.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[ko_osaga's solution](#)

1058.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ko_osaga's solution](#)

1059.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ko_osaga's solution](#)

1060.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[ko_osaga's solution](#)

1061.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[ko_osaga's solution](#)

1062.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[ko_osaga's solution](#)

1063.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math
[ko_osaga's solution](#)

1064.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[ko_osaga's solution](#)

1065.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp
[ko_osaga's solution](#)

1066.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ko_osaga's solution](#)

1067.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[ko_osaga's solution](#)

1068.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities
[ko_osaga's solution](#)

1069.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-02 · last AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ko_osaga's solution](#)

1070.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths
[ko_osaga's solution](#)

1071.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities, trees
[ko_osaga's solution](#)

1072.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[ko_osaga's solution](#)

1073.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[ko_osaga's solution](#)

1074.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[ko_osaga's solution](#)

1075.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[ko_osaga's solution](#)

1076.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[ko_osaga's solution](#)

1077.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[ko_osaga's solution](#)

1078.

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

[ko_osaga's solution](#)

1079.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[ko_osaga's solution](#)

1080.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[ko_osaga's solution](#)

1081.

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[ko_osaga's solution](#)

1082.

802D2

[Marmots \(medium\)](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2200 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[ko_osaga's solution](#)

1083.

178F2

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

Quality: 384 global accepts · Rating: 2200 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, strings

[ko_osaga's solution](#)

1084.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[ko_osaga's solution](#)

1085.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ko_osaga's solution](#)

1086.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[ko_osaga's solution](#)

1087.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ko_osaga's solution](#)

1088.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[ko_osaga's solution](#)

1089.

806C

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

Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[ko_osaga's solution](#)

1090.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[ko_osaga's solution](#)

1091.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[ko_osaga's solution](#)

1092.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1093.

454E

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ko_osaga's solution](#)

1094.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees

[ko_osaga's solution](#)

1095.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[ko_osaga's solution](#)

1096.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2016-03-18 · last AC: 2016-09-15 · GNU C++11 (first AC) · Tags: dp, sortings

[ko_osaga's solution](#)

1097.

713B

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

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[ko_osaga's solution](#)

1098.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[ko_osaga's solution](#)

1099.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ko_osaga's solution](#)

1100.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[ko_osaga's solution](#)

1101.

657B

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

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[ko_osaga's solution](#)

1102.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[ko_osaga's solution](#)

1103.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures

[ko_osaga's solution](#)

1104.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[ko_osaga's solution](#)

1105.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[ko_osaga's solution](#)

1106.

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[ko_osaga's solution](#)

1107.

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ko_osaga's solution](#)

1108.

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

[ko_osaga's solution](#)

1109.

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[ko_osaga's solution](#)

1110.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: games, math

[ko_osaga's solution](#)

1111.

403C

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

Rating: 2200 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: graphs, math

[ko_osaga's solution](#)

1112.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees

[ko_osaga's solution](#)

1113.

618D

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

Quality: 1,897 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[ko_osaga's solution](#)

1114.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[ko_osaga's solution](#)

1115.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees

[ko_osaga's solution](#)

1116.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,098 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[ko_osaga's solution](#)

1117.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: data structures, implementation

[ko_osaga's solution](#)

1118.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures

[ko_osaga's solution](#)

1119.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[ko_osaga's solution](#)

1120.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, greedy

[ko_osaga's solution](#)

1121.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2015-06-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs

[ko_osaga's solution](#)

1122.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, hashing, math

[ko_osaga's solution](#)

1123.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[ko_osaga's solution](#)

1124.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[ko_osaga's solution](#)

1125.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[ko_osaga's solution](#)

1126.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[ko_osaga's solution](#)

1127.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2015-02-05 · GNU C++0x (first AC) · Tags: data structures, implementation, math, two

pointers

[ko_osaga's solution](#)

1128.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

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1129.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[ko_osaga's solution](#)

1130.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[ko_osaga's solution](#)

1131.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ko_osaga's solution](#)

1132.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ko_osaga's solution](#)

1133.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[ko_osaga's solution](#)

1134.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1135.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ko_osaga's solution](#)

1136.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ko_osaga's solution](#)

1137.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1138.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: flows

[ko_osaga's solution](#)

1139.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[ko_osaga's solution](#)

1140.

1681F

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

Quality: 2,323 global accepts · Rating: 2300 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[ko_osaga's solution](#)

1141.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[ko_osaga's solution](#)

1142.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities

[ko_osaga's solution](#)

1143.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[ko_osaga's solution](#)

1144.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[ko_osaga's solution](#)

1145.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[ko_osaga's solution](#)

1146.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[ko_osaga's solution](#)

1147.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[ko_osaga's solution](#)

1148.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[ko_osaga's solution](#)

1149.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ko_osaga's solution](#)

1150.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[ko_osaga's solution](#)

1151.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[ko_osaga's solution](#)

1152.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[ko_osaga's solution](#)

1153.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[ko_osaga's solution](#)

1154.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[ko_osaga's solution](#)

1155.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[ko_osaga's solution](#)

1156.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[ko_osaga's solution](#)

1157.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory
[ko_osaga's solution](#)

1158.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[ko_osaga's solution](#)

1159.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ko_osaga's solution](#)

1160.

1211F

[kotlinkotlinkotlinkotlin...](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2300 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, graphs, implementation, strings

[ko_osaga's solution](#)

1161.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ko_osaga's solution](#)

1162.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[ko_osaga's solution](#)

1163.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[ko_osaga's solution](#)

1164.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[ko_osaga's solution](#)

1165.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[ko_osaga's solution](#)

1166.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,861 global accepts · Rating: 2300 · first AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[ko_osaga's solution](#)

1167.

668F

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

Rating: 2300 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ko_osaga's solution](#)

1168.

1093G

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Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[ko_osaga's solution](#)

1169.

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[ko_osaga's solution](#)

1170.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ko_osaga's solution](#)

1171.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ko_osaga's solution](#)

1172.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ko_osaga's solution](#)

1173.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[ko_osaga's solution](#)

1174.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[ko_osaga's solution](#)

1175.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[ko_osaga's solution](#)

1176.

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

[ko_osaga's solution](#)

1177.

856B

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Quality: 619 global accepts · Rating: 2300 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings, trees

[ko_osaga's solution](#)

1178.

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
[ko_osaga's solution](#)

1179.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: meet-in-the-middle
[ko_osaga's solution](#)

1180.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures
[ko_osaga's solution](#)

1181.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2300 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers
[ko_osaga's solution](#)

1182.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[ko_osaga's solution](#)

1183.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dsu, graphs
[ko_osaga's solution](#)

1184.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings
[ko_osaga's solution](#)

1185.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[ko_osaga's solution](#)

1186.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[ko_osaga's solution](#)

1187.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[ko_osaga's solution](#)

1188.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2016-10-18 · last AC: 2016-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft
[ko_osaga's solution](#)

1189.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[ko_osaga's solution](#)

1190.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[ko_osaga's solution](#)

1191.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[ko_osaga's solution](#)

1192.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[ko_osaga's solution](#)

1193.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[ko_osaga's solution](#)

1194.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2016-09-14 · last AC: 2016-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[ko_osaga's solution](#)

1195.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ko_osaga's solution](#)

1196.

438D

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

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2016-07-02 · GNU C++11 (first AC) · Tags: data structures, math

[ko_osaga's solution](#)

1197.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: probabilities

[ko_osaga's solution](#)

1198.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-06-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[ko_osaga's solution](#)

1199.

677E

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

Quality: 755 global accepts · Rating: 2300 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation

[ko_osaga's solution](#)

1200.

677D

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

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths

[ko_osaga's solution](#)

1201.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp

[ko_osaga's solution](#)

1202.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[ko_osaga's solution](#)

1203.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2016-04-09 · last AC: 2016-04-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ko_osaga's solution](#)

1204.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: data structures, dp, dsu

[ko_osaga's solution](#)

1205.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: dp, trees

[ko_osaga's solution](#)

1206.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: flows, graph matchings

[ko_osaga's solution](#)

1207.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[ko_osaga's solution](#)

1208.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[ko_osaga's solution](#)

1209.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: games

[ko_osaga's solution](#)

1210.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers

[ko_osaga's solution](#)

1211.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dp

[ko_osaga's solution](#)

1212.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,403 global accepts · Rating: 2300 · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[ko_osaga's solution](#)

1213.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[ko_osaga's solution](#)

1214.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[ko_osaga's solution](#)

1215.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ko_osaga's solution](#)

1216.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: data structures

[ko_osaga's solution](#)

1217.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[ko_osaga's solution](#)

1218.

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[ko_osaga's solution](#)

1219.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[ko_osaga's solution](#)

1220.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[ko_osaga's solution](#)

1221.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[ko_osaga's solution](#)

1222.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ko_osaga's solution](#)

1223.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[ko_osaga's solution](#)

1224.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1225.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1226.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[ko_osaga's solution](#)

1227.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[ko_osaga's solution](#)

1228.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1229.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[ko_osaga's solution](#)

1230.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[ko_osaga's solution](#)

1231.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ko_osaga's solution](#)

1232.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[ko_osaga's solution](#)

1233.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[ko_osaga's solution](#)

1234.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[ko_osaga's solution](#)

1235.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[ko_osaga's solution](#)

1236.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[ko_osaga's solution](#)

1237.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[ko_osaga's solution](#)

1238.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[ko_osaga's solution](#)

1239.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[ko_osaga's solution](#)

1240.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[ko_osaga's solution](#)

1241.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[ko_osaga's solution](#)

1242.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[ko_osaga's solution](#)

1243.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ko_osaga's solution](#)

1244.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ko_osaga's solution](#)

1245.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1246.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2400 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ko_osaga's solution](#)

1247.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[ko_osaga's solution](#)

1248.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[ko_osaga's solution](#)

1249.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[ko_osaga's solution](#)

1250.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[ko_osaga's solution](#)

1251.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation
[ko_osaga's solution](#)

1252.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees
[ko_osaga's solution](#)

1253.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp
[ko_osaga's solution](#)

1254.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[ko_osaga's solution](#)

1255.

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[ko_osaga's solution](#)

1256.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[ko_osaga's solution](#)

1257.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[ko_osaga's solution](#)

1258.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[ko_osaga's solution](#)

1259.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[ko_osaga's solution](#)

1260.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[ko_osaga's solution](#)

1261.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, number theory
[ko_osaga's solution](#)

1262.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[ko_osaga's solution](#)

1263.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings

[ko_osaga's solution](#)

1264.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[ko_osaga's solution](#)

1265.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[ko_osaga's solution](#)

1266.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2017-08-28 · last AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[ko_osaga's solution](#)

1267.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[ko_osaga's solution](#)

1268.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ko_osaga's solution](#)

1269.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-07 · last AC: 2017-07-29 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[ko_osaga's solution](#)

1270.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ko_osaga's solution](#)

1271.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,319 global accepts · Rating: 2400 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[ko_osaga's solution](#)

1272.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[ko_osaga's solution](#)

1273.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[ko_osaga's solution](#)

1274.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[ko_osaga's solution](#)

1275.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1276.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[ko_osaga's solution](#)

1277.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ko_osaga's solution](#)

1278.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[ko_osaga's solution](#)

1279.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2016-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[ko_osaga's solution](#)

1280.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows

[ko_osaga's solution](#)

1281.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[ko_osaga's solution](#)

1282.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar

[ko_osaga's solution](#)

1283.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[ko_osaga's solution](#)

1284.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: data structures

[ko_osaga's solution](#)

1285.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[ko_osaga's solution](#)

1286.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: geometry

[ko_osaga's solution](#)

1287.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[ko_osaga's solution](#)

1288.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: math, probabilities

[ko_osaga's solution](#)

1289.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures, sortings

[ko_osaga's solution](#)

1290.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: combinatorics, dp

[ko_osaga's solution](#)

1291.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[ko_osaga's solution](#)

1292.

657C

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

Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings, two pointers

[ko_osaga's solution](#)

1293.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[ko_osaga's solution](#)

1294.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,837 global accepts · Rating: 2400 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees
[ko_osaga's solution](#)

1295.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees
[ko_osaga's solution](#)

1296.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers
[ko_osaga's solution](#)

1297.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[ko_osaga's solution](#)

1298.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: divide and conquer
[ko_osaga's solution](#)

1299.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths
[ko_osaga's solution](#)

1300.

449D

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

Quality: 6,139 global accepts · Rating: 2400 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp
[ko_osaga's solution](#)

1301.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing
[ko_osaga's solution](#)

1302.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[ko_osaga's solution](#)

1303.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp
[ko_osaga's solution](#)

1304.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[ko_osaga's solution](#)

1305.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[ko_osaga's solution](#)

1306.

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: data structures, sortings

[ko_osaga's solution](#)

1307.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: data structures, two pointers

[ko_osaga's solution](#)

1308.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[ko_osaga's solution](#)

1309.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: data structures

[ko_osaga's solution](#)

1310.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2015-03-20 · last AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[ko_osaga's solution](#)

1311.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: data structures, sortings

[ko_osaga's solution](#)

1312.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-02-05 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[ko_osaga's solution](#)

1313.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[ko_osaga's solution](#)

1314.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[ko_osaga's solution](#)

1315.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy,

implementation

[ko_osaga's solution](#)

1316.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[ko_osaga's solution](#)

1317.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[ko_osaga's solution](#)

1318.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[ko_osaga's solution](#)

1319.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[ko_osaga's solution](#)

1320.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · last AC: 2024-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[ko_osaga's solution](#)

1321.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[ko_osaga's solution](#)

1322.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[ko_osaga's solution](#)

1323.

2029F

[Palindrome Everywhere](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ko_osaga's solution](#)

1324.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1325.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[ko_osaga's solution](#)

1326.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[ko_osaga's solution](#)

1327.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[ko_osaga's solution](#)

1328.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[ko_osaga's solution](#)

1329.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[ko_osaga's solution](#)

1330.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[ko_osaga's solution](#)

1331.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[ko_osaga's solution](#)

1332.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[ko_osaga's solution](#)

1333.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[ko_osaga's solution](#)

1334.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[ko_osaga's solution](#)

1335.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[ko_osaga's solution](#)

1336.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math
[ko_osaga's solution](#)

1337.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings
[ko_osaga's solution](#)

1338.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[ko_osaga's solution](#)

1339.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ko_osaga's solution](#)

1340.

1209E2

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

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[ko_osaga's solution](#)

1341.

1211G

[King's Path](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2500 · first AC: 2019-09-09 · Kotlin 1.4 (first AC) · Tags: *special, math, trees
[ko_osaga's solution](#)

1342.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[ko_osaga's solution](#)

1343.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp
[ko_osaga's solution](#)

1344.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees
[ko_osaga's solution](#)

1345.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-07-02 · last AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[ko_osaga's solution](#)

1346.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[ko_osaga's solution](#)

1347.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, graphs, shortest paths

[ko_osaga's solution](#)

1348.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[ko_osaga's solution](#)

1349.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[ko_osaga's solution](#)

1350.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[ko_osaga's solution](#)

1351.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2018-10-25 · last AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ko_osaga's solution](#)

1352.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[ko_osaga's solution](#)

1353.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ko_osaga's solution](#)

1354.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ko_osaga's solution](#)

1355.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graph matchings,

graphs, trees

[ko_osaga's solution](#)

1356.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ko_osaga's solution](#)

1357.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1358.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy

[ko_osaga's solution](#)

1359.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[ko_osaga's solution](#)

1360.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ko_osaga's solution](#)

1361.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1362.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[ko_osaga's solution](#)

1363.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[ko_osaga's solution](#)

1364.

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

[ko_osaga's solution](#)

1365.

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

[ko_osaga's solution](#)

1366.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ko_osaga's solution](#)

1367.

178F3

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

Quality: 484 global accepts · Rating: 2500 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1368.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[ko_osaga's solution](#)

1369.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ko_osaga's solution](#)

1370.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[ko_osaga's solution](#)

1371.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[ko_osaga's solution](#)

1372.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[ko_osaga's solution](#)

1373.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[ko_osaga's solution](#)

1374.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[ko_osaga's solution](#)

1375.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, strings

[ko_osaga's solution](#)

1376.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[ko_osaga's solution](#)

1377.

740E

[Alyona and towers](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1378.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[ko_osaga's solution](#)

1379.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[ko_osaga's solution](#)

1380.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: binary search, hashing, strings, two pointers

[ko_osaga's solution](#)

1381.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2016-06-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[ko_osaga's solution](#)

1382.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[ko_osaga's solution](#)

1383.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: combinatorics, strings

[ko_osaga's solution](#)

1384.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: binary search, implementation, sortings, two pointers

[ko_osaga's solution](#)

1385.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[ko_osaga's solution](#)

1386.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: data structures, number theory

[ko_osaga's solution](#)

1387.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[ko_osaga's solution](#)

1388.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[ko_osaga's solution](#)

1389.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: dp, matrices

[ko_osaga's solution](#)

1390.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu

[ko_osaga's solution](#)

1391.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[ko_osaga's solution](#)

1392.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[ko_osaga's solution](#)

1393.

176D

[Hyper String](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2500 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: dp

[ko_osaga's solution](#)

1394.

173D

[Deputies](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2500 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[ko_osaga's solution](#)

1395.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2016-03-11 · last AC: 2016-03-11 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[ko_osaga's solution](#)

1396.

101E

[Candies and Stones](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2500 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[ko_osaga's solution](#)

1397.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures

[ko_osaga's solution](#)

1398.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[ko_osaga's solution](#)

1399.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft
[ko_osaga's solution](#)

1400.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
[ko_osaga's solution](#)

1401.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2014-09-02 · GNU C++ (first AC) · Tags: brute force, combinatorics, implementation, math
[ko_osaga's solution](#)

1402.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees
[ko_osaga's solution](#)

1403.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math
[ko_osaga's solution](#)

1404.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[ko_osaga's solution](#)

1405.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, implementation
[ko_osaga's solution](#)

1406.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
[ko_osaga's solution](#)

1407.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
[ko_osaga's solution](#)

1408.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2020-03-18 · last AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[ko_osaga's solution](#)

1409.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2016-03-23 · last AC: 2024-01-28 · GNU C++11 (first AC) · Tags: dp, geometry

[ko_osaga's solution](#)

1410.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[ko_osaga's solution](#)

1411.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ko_osaga's solution](#)

1412.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ko_osaga's solution](#)

1413.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[ko_osaga's solution](#)

1414.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[ko_osaga's solution](#)

1415.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[ko_osaga's solution](#)

1416.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[ko_osaga's solution](#)

1417.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[ko_osaga's solution](#)

1418.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures
[ko_osaga's solution](#)

1419.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs
[ko_osaga's solution](#)

1420.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[ko_osaga's solution](#)

1421.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[ko_osaga's solution](#)

1422.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search
[ko_osaga's solution](#)

1423.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[ko_osaga's solution](#)

1424.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[ko_osaga's solution](#)

1425.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices
[ko_osaga's solution](#)

1426.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[ko_osaga's solution](#)

1427.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings
[ko_osaga's solution](#)

1428.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ko_osaga's solution](#)

1429.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[ko_osaga's solution](#)

1430.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[ko_osaga's solution](#)

1431.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[ko_osaga's solution](#)

1432.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: data structures, math

[ko_osaga's solution](#)

1433.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[ko_osaga's solution](#)

1434.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ko_osaga's solution](#)

1435.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[ko_osaga's solution](#)

1436.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: strings

[ko_osaga's solution](#)

1437.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[ko_osaga's solution](#)

1438.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ko_osaga's solution](#)

1439.

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[ko_osaga's solution](#)

1440.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[ko_osaga's solution](#)

1441.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ko_osaga's solution](#)

1442.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: fft

[ko_osaga's solution](#)

1443.

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

[ko_osaga's solution](#)

1444.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[ko_osaga's solution](#)

1445.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[ko_osaga's solution](#)

1446.

802A3

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

Quality: 700 global accepts · Rating: 2600 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[ko_osaga's solution](#)

1447.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[ko_osaga's solution](#)

1448.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[ko_osaga's solution](#)

1449.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[ko_osaga's solution](#)

1450.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ko_osaga's solution](#)

1451.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ko_osaga's solution](#)

1452.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[ko_osaga's solution](#)

1453.

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

[ko_osaga's solution](#)

1454.

682E

[Alyona and Triangles](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2600 · first AC: 2016-06-27 · GNU C++11 (first AC) · Tags: geometry, two pointers

[ko_osaga's solution](#)

1455.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: dp, math, number theory

[ko_osaga's solution](#)

1456.

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[ko_osaga's solution](#)

1457.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: data structures, sortings

[ko_osaga's solution](#)

1458.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[ko_osaga's solution](#)

1459.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[ko_osaga's solution](#)

1460.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[ko_osaga's solution](#)

1461.

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

[ko_osaga's solution](#)

1462.

634E

[Preorder Test](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy

[ko_osaga's solution](#)

1463.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[ko_osaga's solution](#)

1464.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[ko_osaga's solution](#)

1465.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ko_osaga's solution](#)

1466.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,947 global accepts · Rating: 2600 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: greedy

[ko_osaga's solution](#)

1467.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2014-11-10 · last AC: 2014-11-10 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp

[ko_osaga's solution](#)

1468.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ko_osaga's solution](#)

1469.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ko_osaga's solution](#)

1470.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[ko_osaga's solution](#)

1471.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[ko_osaga's solution](#)

1472.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs

[ko_osaga's solution](#)

1473.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[ko_osaga's solution](#)

1474.

549E

[Sasha Circle](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 2700 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[ko_osaga's solution](#)

1475.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[ko_osaga's solution](#)

1476.

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs

[ko_osaga's solution](#)

1477.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[ko_osaga's solution](#)

1478.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ko_osaga's solution](#)

1479.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[ko_osaga's solution](#)

1480.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ko_osaga's solution](#)

1481.

1540C1

[Converging Array \(Easy Version\) · Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[ko_osaga's solution](#)

1482.

1464E

[No Game No Life · Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[ko_osaga's solution](#)

1483.

1386A

[Colors · Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[ko_osaga's solution](#)

1484.

1336E1

[Chiori and Doll Picking \(easy version\) · Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[ko_osaga's solution](#)

1485.

578D

[LCS Again · Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ko_osaga's solution](#)

1486.

1270G

[Subset with Zero Sum · Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[ko_osaga's solution](#)

1487.

1214F

[Employment · Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ko_osaga's solution](#)

1488.

1207G

[Indie Album · Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[ko_osaga's solution](#)

1489.

1149C

[Tree Generator™ · Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[ko_osaga's solution](#)

1490.

1137E

[Train Car Selection · Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ko_osaga's solution](#)

1491.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees
[ko_osaga's solution](#)

1492.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees
[ko_osaga's solution](#)

1493.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings
[ko_osaga's solution](#)

1494.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[ko_osaga's solution](#)

1495.

958D2

[Hyperspace Jump \(hard\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 2700 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[ko_osaga's solution](#)

1496.

958E3

[Guard Duty \(hard\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2700 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[ko_osaga's solution](#)

1497.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings
[ko_osaga's solution](#)

1498.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-11 · last AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings
[ko_osaga's solution](#)

1499.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[ko_osaga's solution](#)

1500.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[ko_osaga's solution](#)

1501.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1502.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[ko_osaga's solution](#)

1503.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[ko_osaga's solution](#)

1504.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[ko_osaga's solution](#)

1505.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[ko_osaga's solution](#)

1506.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[ko_osaga's solution](#)

1507.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ko_osaga's solution](#)

1508.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,316 global accepts · Rating: 2700 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[ko_osaga's solution](#)

1509.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[ko_osaga's solution](#)

1510.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: data structures, dsu

[ko_osaga's solution](#)

1511.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: geometry, math, probabilities, two pointers

[ko_osaga's solution](#)

1512.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[ko_osaga's solution](#)

1513.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: data structures

[ko_osaga's solution](#)

1514.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[ko_osaga's solution](#)

1515.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2020-03-29 · last AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ko_osaga's solution](#)

1516.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[ko_osaga's solution](#)

1517.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[ko_osaga's solution](#)

1518.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ko_osaga's solution](#)

1519.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[ko_osaga's solution](#)

1520.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[ko_osaga's solution](#)

1521.

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[ko_osaga's solution](#)

1522.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1523.

1938I

[Symmetric Boundary](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1524.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1525.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[ko_osaga's solution](#)

1526.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ko_osaga's solution](#)

1527.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[ko_osaga's solution](#)

1528.

1423M

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Quality: 324 global accepts · Rating: 2800 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[ko_osaga's solution](#)

1529.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[ko_osaga's solution](#)

1530.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[ko_osaga's solution](#)

1531.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[ko_osaga's solution](#)

1532.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[ko_osaga's solution](#)

1533.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[ko_osaga's solution](#)

1534.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[ko_osaga's solution](#)

1535.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[ko_osaga's solution](#)

1536.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[ko_osaga's solution](#)

1537.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[ko_osaga's solution](#)

1538.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[ko_osaga's solution](#)

1539.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[ko_osaga's solution](#)

1540.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[ko_osaga's solution](#)

1541.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[ko_osaga's solution](#)

1542.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, implementation

[ko_osaga's solution](#)

1543.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[ko_osaga's solution](#)

1544.

283E

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

Quality: 856 global accepts · Rating: 2800 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[ko_osaga's solution](#)

1545.

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, geometry, trees

[ko_osaga's solution](#)

1546.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs

[ko_osaga's solution](#)

1547.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[ko_osaga's solution](#)

1548.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, trees

[ko_osaga's solution](#)

1549.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[ko_osaga's solution](#)

1550.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[ko_osaga's solution](#)

1551.

757F

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

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[ko_osaga's solution](#)

1552.

913F

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

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities

[ko_osaga's solution](#)

1553.

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

[ko_osaga's solution](#)

1554.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[ko_osaga's solution](#)

1555.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[ko_osaga's solution](#)

1556.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[ko_osaga's solution](#)

1557.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[ko_osaga's solution](#)

1558.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[ko_osaga's solution](#)

1559.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[ko_osaga's solution](#)

1560.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: data structures

[ko_osaga's solution](#)

1561.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[ko_osaga's solution](#)

1562.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[ko_osaga's solution](#)

1563.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2016-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[ko_osaga's solution](#)

1564.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,628 global accepts · Rating: 2800 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: dp

[ko_osaga's solution](#)

1565.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[ko_osaga's solution](#)

1566.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[ko_osaga's solution](#)

1567.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[ko_osaga's solution](#)

1568.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[ko_osaga's solution](#)

1569.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[ko_osaga's solution](#)

1570.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[ko_osaga's solution](#)

1571.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[ko_osaga's solution](#)

1572.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[ko_osaga's solution](#)

1573.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: flows

[ko_osaga's solution](#)

1574.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ko_osaga's solution](#)

1575.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[ko_osaga's solution](#)

1576.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[ko_osaga's solution](#)

1577.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[ko_osaga's solution](#)

1578.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ko_osaga's solution](#)

1579.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[ko_osaga's solution](#)

1580.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ko_osaga's solution](#)

1581.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graph matchings, graphs

[ko_osaga's solution](#)

1582.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[ko_osaga's solution](#)

1583.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2020-12-18 · last AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[ko_osaga's solution](#)

1584.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[ko_osaga's solution](#)

1585.

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, geometry, math, sortings

[ko_osaga's solution](#)

1586.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows

[ko_osaga's solution](#)

1587.

1090H

[Linearization](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 2900 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ko_osaga's solution](#)

1588.

1053D

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[ko_osaga's solution](#)

1589.

932G

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

Quality: 1,181 global accepts · Rating: 2900 · first AC: 2018-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[ko_osaga's solution](#)

1590.

966E

[May Holidays](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ko_osaga's solution](#)

1591.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[ko_osaga's solution](#)

1592.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[ko_osaga's solution](#)

1593.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[ko_osaga's solution](#)

1594.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[ko_osaga's solution](#)

1595.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[ko_osaga's solution](#)

1596.

741D

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

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[ko_osaga's solution](#)

1597.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees
[ko_osaga's solution](#)

1598.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2016-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees
[ko_osaga's solution](#)

1599.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-15 · last AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy
[ko_osaga's solution](#)

1600.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[ko_osaga's solution](#)

1601.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[ko_osaga's solution](#)

1602.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu
[ko_osaga's solution](#)

1603.

314E

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dp
[ko_osaga's solution](#)

1604.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: data structures
[ko_osaga's solution](#)

1605.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: strings

[ko_osaga's solution](#)**1606.**

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2020-03-29 · last AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[ko_osaga's solution](#)**1607.**

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp

[ko_osaga's solution](#)**1608.**

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[ko_osaga's solution](#)**1609.**

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[ko_osaga's solution](#)**1610.**

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3000 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ko_osaga's solution](#)**1611.**

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ko_osaga's solution](#)**1612.**

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: fft, greedy, math, strings

[ko_osaga's solution](#)**1613.**

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)**1614.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[ko_osaga's solution](#)

1615.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[ko_osaga's solution](#)

1616.

375E

[Red and Black Tree](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3000 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[ko_osaga's solution](#)

1617.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[ko_osaga's solution](#)

1618.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1619.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 3000 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[ko_osaga's solution](#)

1620.

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1621.

566C

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

Quality: 883 global accepts · Rating: 3000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[ko_osaga's solution](#)

1622.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[ko_osaga's solution](#)

1623.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[ko_osaga's solution](#)

1624.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[ko_osaga's solution](#)

1625.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar
[ko_osaga's solution](#)

1626.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[ko_osaga's solution](#)

1627.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[ko_osaga's solution](#)

1628.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ko_osaga's solution](#)

1629.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[ko_osaga's solution](#)

1630.

1163F

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

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[ko_osaga's solution](#)

1631.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[ko_osaga's solution](#)

1632.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[ko_osaga's solution](#)

1633.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[ko_osaga's solution](#)

1634.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ko_osaga's solution](#)

1635.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2019-06-05 · last AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[ko_osaga's solution](#)

1636.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[ko_osaga's solution](#)

1637.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2018-10-29 · last AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[ko_osaga's solution](#)

1638.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2018-01-14 · last AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[ko_osaga's solution](#)

1639.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[ko_osaga's solution](#)

1640.

806E

[Blog Post Rating](#) · [Tutorial](#)

Rating: 3000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1641.

790D

[Bear and Rectangle Strips](#) · [Tutorial](#)

Rating: 3000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ko_osaga's solution](#)

1642.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2016-05-21 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp

[ko_osaga's solution](#)

1643.

185E

[Soap Time! - 2](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: binary search, data structures

[ko_osaga's solution](#)

1644.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

[ko_osaga's solution](#)

1645.

2206G

[Extra Transition](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3100 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[ko_osaga's solution](#)

1646.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3100 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures,

divide and conquer, trees

[ko_osaga's solution](#)

1647.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2020-03-29 · last AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ko_osaga's solution](#)

1648.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[ko_osaga's solution](#)

1649.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1650.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[ko_osaga's solution](#)

1651.

2096F

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

Quality: 459 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[ko_osaga's solution](#)

1652.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ko_osaga's solution](#)

1653.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[ko_osaga's solution](#)

1654.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[ko_osaga's solution](#)

1655.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1656.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1657.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[ko_osaga's solution](#)

1658.

594E

[Cutting the Line](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3100 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[ko_osaga's solution](#)

1659.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[ko_osaga's solution](#)

1660.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2022-01-09 · last AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1661.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math

[ko_osaga's solution](#)

1662.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[ko_osaga's solution](#)

1663.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[ko_osaga's solution](#)

1664.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities

[ko_osaga's solution](#)

1665.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ko_osaga's solution](#)

1666.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ko_osaga's solution](#)

1667.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1668.

730F

[Ber Patio](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3100 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

1669.

1089D

[Distance Sum](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3100 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ko_osaga's solution](#)

1670.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[ko_osaga's solution](#)

1671.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[ko_osaga's solution](#)

1672.

856E

[Satellites](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3100 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1673.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[ko_osaga's solution](#)

1674.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ko_osaga's solution](#)

1675.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search

[ko_osaga's solution](#)

1676.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy

[ko_osaga's solution](#)

1677.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ko_osaga's solution](#)

1678.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[ko_osaga's solution](#)

1679.

1951I

[Growing Trees](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3200 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, flows, graphs, greedy

[ko_osaga's solution](#)

1680.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3200 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[ko_osaga's solution](#)

1681.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[ko_osaga's solution](#)

1682.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3200 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[ko_osaga's solution](#)

1683.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[ko_osaga's solution](#)

1684.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[ko_osaga's solution](#)

1685.

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2019-10-10 · last AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ko_osaga's solution](#)

1686.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ko_osaga's solution](#)

1687.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ko_osaga's solution](#)

1688.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[ko_osaga's solution](#)

1689.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: flows

[ko_osaga's solution](#)

1690.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[ko_osaga's solution](#)

1691.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[ko_osaga's solution](#)

1692.

1588E

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

Rating: 3200 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers

[ko_osaga's solution](#)

1693.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[ko_osaga's solution](#)

1694.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry

[ko_osaga's solution](#)

1695.

1403C

[Chess Rush](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 3200 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dp, implementation, math

[ko_osaga's solution](#)

1696.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 3200 · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[ko_osaga's solution](#)

1697.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-01-04 · last AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[ko_osaga's solution](#)

1698.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[ko_osaga's solution](#)

1699.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ko_osaga's solution](#)

1700.

730L

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

Quality: 93 global accepts · Rating: 3200 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: data structures

[ko_osaga's solution](#)

1701.

1045E

[Ancient civilizations](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3200 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[ko_osaga's solution](#)

1702.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2015-11-14 · last AC: 2015-11-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ko_osaga's solution](#)

1703.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2020-01-04 · last AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ko_osaga's solution](#)

1704.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[ko_osaga's solution](#)

1705.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows

[ko_osaga's solution](#)

1706.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy

[ko_osaga's solution](#)

1707.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, probabilities

[ko_osaga's solution](#)

1708.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ko_osaga's solution](#)

1709.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[ko_osaga's solution](#)

1710.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1711.

1936F

[Grand Finale: Circles](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[ko_osaga's solution](#)

1712.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1713.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1714.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1715.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry

[ko_osaga's solution](#)

1716.

1738H

[Palindrome Addicts](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-09-30 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[ko_osaga's solution](#)

1717.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[ko_osaga's solution](#)

1718.

1666B

[Budget Distribution](#) · [Tutorial](#)

Quality: 66 global accepts · Rating: 3300 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1719.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[ko_osaga's solution](#)

1720.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 3300 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings, trees

[ko_osaga's solution](#)

1721.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings

[ko_osaga's solution](#)

1722.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[ko_osaga's solution](#)

1723.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1724.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1725.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2018-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[ko_osaga's solution](#)

1726.

771F

[Bear and Isomorphic Points](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3300 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers

[ko_osaga's solution](#)

1727.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2017-10-25 · last AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[ko_osaga's solution](#)

1728.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[ko_osaga's solution](#)

1729.

2124H

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-07-07 · last AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, trees

[ko_osaga's solution](#)

1730.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ko_osaga's solution](#)

1731.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2023-06-04 · last AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[ko_osaga's solution](#)

1732.

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: fft, graphs, trees

[ko_osaga's solution](#)

1733.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2021-07-25 · last AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math

[ko_osaga's solution](#)

1734.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2023-01-29 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[ko_osaga's solution](#)

1735.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[ko_osaga's solution](#)

1736.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ko_osaga's solution](#)

1737.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[ko_osaga's solution](#)

1738.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ko_osaga's solution](#)

1739.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[ko_osaga's solution](#)

1740.

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ko_osaga's solution](#)

1741.

936E

[Iqea](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3400 · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, shortest paths, trees

[ko_osaga's solution](#)

1742.

806F

[Test Data Generation](#) · [Tutorial](#)

Rating: 3400 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ko_osaga's solution](#)

1743.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3500 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[ko_osaga's solution](#)

1744.

2187F2

[AI Fine \(Counting Version\)](#) · [Tutorial](#)

Quality: 71 global accepts · Rating: 3500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[ko_osaga's solution](#)

1745.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[ko_osaga's solution](#)

1746.

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs

[ko_osaga's solution](#)

1747.

1870H

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

Quality: 121 global accepts · Rating: 3500 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[ko_osaga's solution](#)

1748.

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2025-05-07 · last AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs

[ko_osaga's solution](#)

1749.

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[ko_osaga's solution](#)

1750.

1909H

[Parallel Swaps Sort](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures

[ko_osaga's solution](#)

1751.

1938M

[Zig-zag](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3500 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1752.

1938A

[Antiparticle Antiphysics](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1753.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ko_osaga's solution](#)

1754.

1656I

[Neighbour Ordering](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3500 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[ko_osaga's solution](#)

1755.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[ko_osaga's solution](#)

1756.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[ko_osaga's solution](#)

1757.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[ko_osaga's solution](#)

1758.

1423A

[Wakanda Forever](#) · [Tutorial](#)

Quality: 125 global accepts · Rating: 3500 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1759.

1621I

[Two Sequences](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 3500 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, string suffix structures

[ko_osaga's solution](#)

1760.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[ko_osaga's solution](#)

1761.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ko_osaga's solution](#)

1762.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,606 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[ko_osaga's solution](#)

1763.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ko_osaga's solution](#)

1764.

391F3

[Stock Trading](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: — · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ko_osaga's solution](#)

1765.

391F2

[Stock Trading](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: — · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ko_osaga's solution](#)

1766.

391F1

[Stock Trading](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: — · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ko_osaga's solution](#)

1767.

100962B

[Black Sabbath](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · last AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1768.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2019-07-31 · last AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, math

[ko_osaga's solution](#)

1769.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1770.

100551B

[GraphAero](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1771.

100551D

[Bridges: The Final Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[ko_osaga's solution](#)

1772.

100905C

[Gosha and celebration parties](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[ko_osaga's solution](#)

1773.

104114D

[Divisible by 4 Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[ko_osaga's solution](#)

1774.

104114L

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[ko_osaga's solution](#)

1775.

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[ko_osaga's solution](#)

1776.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[ko_osaga's solution](#)

1777.

104114I

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

Rating: — · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[ko_osaga's solution](#)

1778.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[ko_osaga's solution](#)

1779.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[ko_osaga's solution](#)

1780.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[ko_osaga's solution](#)

1781.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[ko_osaga's solution](#)

1782.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1783.

104114F

[Fortune over Sportsmanship](#) · Tutorial

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1784.

104114E

[Exercise](#) · Tutorial

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1785.

104114N

[Nusret Gökçe](#) · Tutorial

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1786.

104114A

[AppendAppendAppend](#) · Tutorial

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1787.

101237I

[Circle Clique](#) · Tutorial

Rating: — · first AC: 2023-01-23 · last AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1788.

102978D

[Do Use FFT](#) · Tutorial

Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1789.

103149A

[Shopping Fever](#) · Tutorial

Rating: — · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1790.

103148D

[Lanterns](#) · Tutorial

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1791.

103148C

[Twin Cookies](#) · Tutorial

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1792.

103148B

[Luna Likes Love](#) · Tutorial

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1793.

103148A

[Zeros](#) · Tutorial

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1794.

1193C

[Scissors and Tape](#) · [Tutorial](#)

Quality: 48 global accepts · Rating: — · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, geometry

[ko_osaga's solution](#)

1795.

undefined314

[Shortest Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1796.

102896I

[Interactive Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1797.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1798.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1799.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1800.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1801.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1802.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1803.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1804.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ko_osaga's solution](#)

1805.

100020F

[V-Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1806.

100020A

[Almost Average](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1807.

100020E

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1808.

100020I

[Underground](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1809.

100020B

[Drawing](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1810.

100020C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1811.

100020G

[Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1812.

100020H

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1813.

100020J

[Uprtoff](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1814.

1297C

[Dream Team](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[ko_osaga's solution](#)

1815.

1297B

[Cartoons](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation, sortings

[ko_osaga's solution](#)

1816.

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[ko_osaga's solution](#)

1817.

102341F

[Flaaffy](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · last AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1818.

102056B

[Mysterious ... Host](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1819.

102394H

[Highway Buses](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1820.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1821.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1822.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1823.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1824.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1825.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1826.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1827.

102394I

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

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1828.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1829.

101518C

[Escape from the Minefield](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1830.

101519C

[Find the Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · last AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1831.

100962D

[Deep Purple](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1832.

100962C

[Mr. Credo](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1833.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1834.

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · last AC: 2019-09-16 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

1835.

100962I

[Ivan Dorn](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-28 · last AC: 2019-09-16 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

1836.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1837.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1838.

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1839.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1840.

100962K

[Korn](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-28 · last AC: 2019-09-16 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

1841.

102331K

[K-pop Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1842.

102331J

[Jiry Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1843.

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1844.

102331H

[Honorable Mention](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1845.

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1846.

102331F

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

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1847.

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1848.

102331D

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1849.

102331C

[Counting Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1850.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1851.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, trees

[ko_osaga's solution](#)

1852.

1192A

[Building Skyscrapers](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ko_osaga's solution](#)

1853.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[ko_osaga's solution](#)

1854.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[ko_osaga's solution](#)

1855.

102128C

[Well, Just You Wait!](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-12 · last AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1856.

102128E

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

Rating: — · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1857.

102128A

[Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-12 · last AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1858.

102128B

[Cake Tasting](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1859.

102128D

[Super Non-massive Black Hole](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1860.

102154C

[Quick sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1861.

102154D

[Robomathon](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1862.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1863.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · Python 3 (first AC) · Tags: —

[ko_osaga's solution](#)

1864.

1170I

[Good Subsets](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, dp

[ko_osaga's solution](#)

1865.

1170H

[Longest Saw](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[ko_osaga's solution](#)

1866.

1170G

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

Quality: 84 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[ko_osaga's solution](#)

1867.

1170F

[Wheels](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[ko_osaga's solution](#)

1868.

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search

[ko_osaga's solution](#)

1869.

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

[ko_osaga's solution](#)

1870.

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

[ko_osaga's solution](#)

1871.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[ko_osaga's solution](#)

1872.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, math

[ko_osaga's solution](#)

1873.

100286A

[Aerodynamics](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1874.

100286I

[iSharp](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1875.

100286F

[Fibonacci System](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1876.

100286J

[Javanese Cryptanalysis](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1877.

100286K

[KINA Is Not Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1878.

100286H

[Hell on the Markets](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1879.

100286G

[Giant Screen](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1880.

100286B

[Blind Walk](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1881.

101967F

[A45C0aC @Cä1CäBCä2](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1882.

101967I

[AôC0\\$D,,5D BC\\$8CR ?Câ BCä@D0](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1883.

101967J

[AôC0\\$Dò ?D >C4CC':C CÄ0C`LD\\$5C€](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1884.

101967B

[BôDriD4@D 8Dö](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1885.

101967C

[A=0C0?D >C,,3D 0D\\$L Cα>CÔBCTAD](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1886.

101967H

[B 5Cα@CTBCÔKC' HC,,DD](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1887.

101967D

[Ae5C050t=D´5 CD>D >C48 A 5D ;Dô=CD8C€](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1888.

101967G

[A48C0e,,5 CäBD 5Ct:C€](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1889.

101967L

[B 7CäDÄ:Câ BCTAD\\$>C](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1890.

101967E

[B 7Cä60ÔKCR 7C 4C GC€](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1891.

101967A

[A\\$0C0C, ?C,,ADÄ<Cà](#)

Rating: — · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1892.

100085G

[GCD Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1893.

100085I

[Interactive Permutation Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1894.

100085D

[Dictionary Size](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1895.

100085C

[Caption](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1896.

100085E

[Eve](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1897.

100085B

[Binary Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1898.

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1899.

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1900.

102055D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1901.

102055J

[Mr. Panda and Sequence Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1902.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1903.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1904.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1905.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1906.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1907.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1908.

100451I

[Presents](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1909.

100451B

[Double Towers of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · Python 3 (first AC) · Tags: —

[ko_osaga's solution](#)

1910.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1911.

100451D

[Olympic Games in Berland](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1912.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1913.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1914.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1915.

101237K

[Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1916.

101237B

[Beer Quadrilaterals](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · last AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1917.

101237G

[Total LCS](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1918.

101237E

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

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1919.

101237J

[Dividing Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1920.

101237C

[The Palindrome Extraction](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1921.

101237F

[Just Another Sequence Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1922.

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · Python 3 (first AC) · Tags: —

[ko_osaga's solution](#)

1923.

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1924.

101669I

[Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1925.

101669C

[Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1926.

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1927.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1928.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1929.

101669L

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

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1930.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1931.

101669F

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

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1932.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1933.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1934.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1935.

102059B

[Dev, Please Add This!](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1936.

102028K

[Counting Failures on a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1937.

102028H

[Can You Solve the Harder Problem? · Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1938.

102028B

[Ultraman vs. Aodzilla and Bodzilla · Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1939.

102028J

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Rating: — · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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1940.

102028D

[Keiichi Tsuchiya the Drift King · Tutorial](#)

Rating: — · first AC: 2019-01-08 · Python 3 (first AC) · Tags: —

[ko_osaga's solution](#)

1941.

102028E

[Resistors in Parallel · Tutorial](#)

Rating: — · first AC: 2019-01-08 · Python 3 (first AC) · Tags: —

[ko_osaga's solution](#)

1942.

102028I

[Distance · Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1943.

102028F

[Honeycomb · Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1944.

102028A

[Xu Xiake in Henan Province · Tutorial](#)

Rating: — · first AC: 2019-01-08 · Python 3 (first AC) · Tags: —

[ko_osaga's solution](#)

1945.

102007I

[In Case of an Invasion, Please... · Tutorial](#)

Rating: — · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1946.

102007H

[Harry the Hamster · Tutorial](#)

Rating: — · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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1947.

102007K

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Rating: — · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1948.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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1949.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1950.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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1951.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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1952.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1953.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1954.

101081A

[Card Show](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1955.

101964D

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1956.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1957.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1958.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1959.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1960.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1961.

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1962.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1963.

101981C

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

Rating: — · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1964.

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1965.

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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1966.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1967.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1968.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1969.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1970.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1971.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1972.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1973.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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1974.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1975.

101164B

[Favorite music](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1976.

100820F

[Falling Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1977.

100820B

[Butterfly Effect](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1978.

100820K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1979.

100820I

[Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1980.

100820H

[Hilbert Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1981.

100820J

[Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1982.

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1983.

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1984.

100820G

[Racing Gems](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1985.

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1986.

100820D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1987.

101615H

[Avoiding Airports](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1988.

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1989.

101615F

[Distinct Distances](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1990.

101615I

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

Rating: — · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1991.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1992.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1993.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1994.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1995.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1996.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1997.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1998.

101933F

[Firing the Phaser](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · last AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

1999.

101612J

[Joker](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · last AC: 2018-10-30 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2000.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2001.

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2002.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2003.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2004.

101612L

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

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2005.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2006.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2007.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2008.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2009.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2010.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2011.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2012.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2013.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2014.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2015.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2016.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2017.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2018.

100803H

[Cornering at Poles](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2019.

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2020.

100803E

[Automotive Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2021.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2022.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2023.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2024.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2025.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2026.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2027.

100551C

[Bridges in a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2028.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-05 · OCaml (first AC) · Tags: *special

[ko_osaga's solution](#)

2029.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-04 · OCaml (first AC) · Tags: *special

[ko_osaga's solution](#)

2030.

undefined505

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

Rating: — · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ko_osaga's solution](#)

2031.

undefined194

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ko_osaga's solution](#)

2032.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ko_osaga's solution](#)

2033.

undefined104

[Little Shop of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ko_osaga's solution](#)

2034.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ko_osaga's solution](#)

2035.

undefined515

[Recover Path](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2036.

undefined513

[Maximal Clique](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2037.

undefined512

[Friendly Points](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ko_osaga's solution](#)

2038.

undefined510

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

Rating: — · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ko_osaga's solution](#)

2039.

undefined509

[Chameleons All Around](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ko_osaga's solution](#)

2040.

undefined529

[It's Time to Repair the Roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ko_osaga's solution](#)

2041.

undefined313

[Circular Railway](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ko_osaga's solution](#)

2042.

101081I

[Polish Solidarity](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2043.

101081D

[Fire Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2044.

101081E

[Polish Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2045.

100548G

[The Problem to Slow Down You](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2046.

101242J

[Spin Doctor](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2047.

101366G

[Largest Circle](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2048.

101246L

[It's Time to Repair the Roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-01 · last AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2049.

101047I

[The Kunming-Singapore Railway](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2050.

100307C

[Cactus Automorphisms](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2051.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2052.

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2053.

100307I

[Interactive Interception](#) · [Tutorial](#)

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100307B

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2057.

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2058.

100307F

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2059.

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2060.

101635I

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2061.

101635D

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2062.

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2063.

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2064.

101635G

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2065.

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2066.

101635K

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2067.

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2068.

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2069.

101635F

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101630G

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2071.

101630L

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2072.

101630I

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2073.

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2074.

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2075.

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2076.

101630B

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2077.

101630E

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2078.

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2079.

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2080.

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2081.

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2082.

100513K

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2083.

100513G

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2084.

100513B

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2085.

100513E

[Election of a Mayor](#) · [Tutorial](#)

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2086.

100513M

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2087.

100513F

[Ilya Muromets](#) · [Tutorial](#)

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2088.

100513D

[Data Center](#) · [Tutorial](#)

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2089.

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2090.

101620D

[Donut Drone](#) · [Tutorial](#)

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Rating: — · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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2093.

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2095.

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2097.

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2098.

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2100.

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2101.

101201I

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2102.

101201K

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2103.

101201H

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2104.

101201C

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2105.

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2106.

101201A

[Alphabet](#) · [Tutorial](#)

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2107.

101158J

[Cover the Polygon with Your Disk](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · last AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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2108.

101158H

[Animal Companion in Maze](#) · [Tutorial](#)

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2109.

101158I

[Skinny Polygon](#) · [Tutorial](#)

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2110.

101158F

[Three Kingdoms of Bourdelot](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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2111.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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2112.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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2113.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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2114.

101158C

[Distribution Center](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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2115.

101158A

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Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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2116.

100202F

[Crazy Painter](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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2117.

100204G

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Rating: — · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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2118.

100551E

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

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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2119.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-26 · last AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

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2120.

101190L

[List of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

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2121.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

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2122.

101190J

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Rating: — · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

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2123.

101190E

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2124.

101190H

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2125.

101190F

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2126.

101190A

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2127.

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2128.

101234A

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2129.

100084J

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2130.

101309C

[Cactus Revolution](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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2131.

101309D

[Dome of Circus](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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2132.

101309J

[Jungle Outpost](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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2133.

101309H

[Hands of Poker](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[ko_osaga's solution](#)

2134.

101309F

[Factorial Simplification](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

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2135.

101309B

[Binary Operation](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

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2136.

101309K

[K-Graph Oddity](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

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2137.

101309G

[Game of 10](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2138.

101309I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2139.

101309E

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Rating: — · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

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2140.

101309A

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Rating: — · first AC: 2017-09-05 · Python 3 (first AC) · Tags: —

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2141.

100502H

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2142.

100502K

[Train Passengers](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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2143.

100502E

[Opening Ceremony](#) · [Tutorial](#)

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2144.

100502D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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2145.

100273A

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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2146.

100159H

[Trapezoids](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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2147.

101002H

[Jewel Thief](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-29 · last AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

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2148.

101002A

[Fancy Antiques](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-29 · last AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2149.

101002G

[Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-29 · last AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2150.

101002B

[Alternative Bracket Notation](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-29 · last AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2151.

101002K

[YATP](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-29 · last AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2152.

101002J

[Whiteboard](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-29 · last AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

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2153.

101002D

[Programming Team](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-29 · last AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2154.

101002C

[Greetings!](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-29 · last AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

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2155.

101002E

[K-Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-29 · last AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

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2156.

101002F

[Mountain Scenes](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-29 · last AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

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2157.

101002I

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-29 · last AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

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2158.

100496G

[Genome Research](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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2159.

100496I

[Immetric Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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2160.

100496J

[Jealous Robots](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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2161.

100496E

[Eating Chocolate Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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2162.

100496A

[Avangard Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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2163.

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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2164.

100496H

[House of Representatives](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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2165.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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2166.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2167.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2168.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2169.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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2170.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2171.

100781B

[Bell Ringing](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-01 · PyPy 3 (first AC) · Tags: —

[ko_osaga's solution](#)

2172.

100781J

[Just a Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2173.

100781G

[Goblin Garden Guards](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2174.

100781F

[Floppy Music](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2175.

100781E

[Entertainment Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2176.

100781A

[Adjoin the Networks](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2177.

100781D

[Disastrous Downtime](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2178.

100781C

[Cryptographer's Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2179.

100405E

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

Rating: — · first AC: 2017-04-24 · PyPy 3 (first AC) · Tags: —

[ko_osaga's solution](#)

2180.

100405I

[Infix to Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2181.

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-24 · Python 3 (first AC) · Tags: —

[ko_osaga's solution](#)

2182.

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2183.

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2184.

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2185.

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2186.

100405B

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

Rating: — · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2187.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2188.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2189.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2190.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2191.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2192.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2193.

100729F

[Pool construction](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2194.

100729C

[Movie collection](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2195.

100729B

[Bird tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2196.

100729A

[Binomial coefficients](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2197.

100287H

[Hard Life](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2198.

100723G

[Summits](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2199.

100723E

[Escape from Enemy Territory](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2200.

100723H

[Obfuscation](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2201.

100723C

[Containers](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2202.

100723J

[Walk](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2203.

100723I

[Tower Parking](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2204.

100723B

[March of the Penguins](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2205.

100723A

[Assemble](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2206.

100268B

[Seven Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2207.

100880E

[Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2208.

100880C

[Umbrella](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2209.

100880B

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2210.

100592C

[Gentrification](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2211.

100592B

[Lunch Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2212.

100592A

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2213.

100761M

[Motorways](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2214.

100159E

[Road Removal](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2215.

100159D

[Monopoly](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2216.

100159B

[Recover the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2217.

100159C

[Squished Status](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2218.

100159A

[Checkpoint](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2219.

100878D

[Costly Labels](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2220.

100878A

[Boomerang Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2221.

100878C

[Snakes and Ladders](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2222.

100878B

[Carnival Coins](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2223.

100875B

[Laundro, Matt](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2224.

100875A

[Coding Contest Creation](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2225.

101174K

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

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2226.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2227.

100016I

[Lies, Damned Lies and Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2228.

100624D

[Non-boring sequences](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2229.

100134J

[Jumping Around](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2230.

100134F

[Folding Snake Cube](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2231.

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2232.

100134L

[Labyrinth of the Minotaur](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2233.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2234.

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2235.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2236.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2237.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2238.

100268F

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2239.

100268J

[Chemicals Monitoring](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2240.

100268C

[Institute of Advanced Category Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2241.

100268D

[Digital Content Protection](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2242.

100268I

[Flood-It](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2243.

100268E

[Credit Card Payment](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2244.

100268A

[Fast Food Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2245.

100268G

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

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2246.

100268H

[Tables](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2247.

100587C

[Autocomplete Strikes Back](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2248.

100869D

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2249.

100869C

[The Price is Correct](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2250.

100869B

[High Security](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2251.

100869A

[Boomerang Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2252.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2253.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2254.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2255.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2256.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2257.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2258.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2259.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2260.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2261.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2262.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2263.

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2264.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2265.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2266.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2267.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2268.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2269.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2270.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2271.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2272.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2273.

100016C

[Crossword](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2274.

100016D

[Group Stage](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2275.

100016A

[King's Assassination](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2276.

100016J

[Taxi](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2277.

101138D

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2278.

100589K

[Police Catching Thief](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2279.

100589H

[Count Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2280.

100589A

[Queries on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2281.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[ko_osaga's solution](#)

2282.

100548C

[The Problem Needs 3D Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2283.

100548H

[The Problem to Make You Happy](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2284.

100548I

[International Collegiate Routing Contest](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2285.

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2286.

100548K

[Last Defence](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2287.

100548A

[Built with Qinghuai and Ari Factor](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2288.

100274I

[Suiting Weavers](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2289.

100274C

[Indiana Jones and the lost Soccer Cup](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2290.

100274J

[Time to live](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2291.

100274F

[My brother's diary](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2292.

100274B

[Genetic Fraud](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2293.

100274A

[Faculty Dividing Powers](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2294.

100274D

[Magic Star](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2295.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ko_osaga's solution](#)

2296.

100587B

[All Critical](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2297.

100587A

[Lazy Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2298.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2299.

399B

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

Quality: 1,883 global accepts · Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2300.

100579D

[Corporate Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2301.

100579C

[Winning at Sports](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2302.

100579B

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2303.

100579A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2304.

101097E

[Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2305.

101097F

[Meteors](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2306.

101097D

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2307.

101097B

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

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2308.

101097I

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2309.

100753F

[Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · last AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2310.

100753J

[Souvenirs](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2311.

100753C

[Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2312.

100753D

[Carpets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2313.

100753M

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2314.

100753I

[Milling machines](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2315.

100753E

[Change of Scenery](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2316.

100753H

[Legacy Code](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2317.

100753K

[Upside down primes](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2318.

100753A

[A Journey to Greece](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2319.

100753G

[Extreme Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2320.

100753B

[Bounty Hunter II](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2321.

100783C

[Golf Bot](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2322.

100783I

[The Safe Secret](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2323.

100783G

[Playing With Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2324.

100783E

[Ricochet Robots](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2325.

100783F

[City Park](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2326.

100783J

[The Big Painting](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2327.

100783D

[Book Club](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2328.

100783B

[Flowery Trails](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2329.

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2330.

100863A

[Age of Retirement](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2331.

100863J

[Jams](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2332.

100863C

[Crisis](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2333.

100863I

[I, V, X, L, C, D, M Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[ko_osaga's solution](#)

2334.

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2016-07-02 · GNU C++11 (first AC) · Tags: dp

[ko_osaga's solution](#)

2335.

100574D

[Valentine's Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-27 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2336.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2337.

100959L

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

Rating: — · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2338.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2339.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2340.

100800L

[Telescope](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2341.

100800D

[Slant Drilling](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2342.

100800J

[Jelly Raid](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2343.

100800A

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

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2344.

100800H

[Sunlight](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2345.

100800G

[Drink Responsibly](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2346.

100800I

[Nimionese](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2347.

100800M

[Milestone Counter](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2348.

100800B

[Mountain Biking](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2349.

100800C

[Conversation Log](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2350.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2016-02-06 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[ko_osaga's solution](#)

2351.

100574B

[Valentine's Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2352.

100574A

[Valentine's Present](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2353.

100283G

[Jenga In The Military Unit](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[ko_osaga's solution](#)

2354.

399A

[Pages](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation

[ko_osaga's solution](#)