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# Unique solved — kymmykym

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

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Count: 576

- 1.**  
1896A  
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[kymmykym's solution](#)
- 2.**  
1864A  
[Increasing and Decreasing](#) · [Tutorial](#)  
Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#), [math](#)  
[kymmykym's solution](#)
- 3.**  
1844A  
[Subtraction Game](#) · [Tutorial](#)  
Quality: 25,960 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [games](#)  
[kymmykym's solution](#)
- 4.**  
1838A  
[Blackboard List](#) · [Tutorial](#)  
Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)  
[kymmykym's solution](#)
- 5.**  
1839A  
[The Good Array](#) · [Tutorial](#)  
Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [implementation](#), [math](#)  
[kymmykym's solution](#)
- 6.**  
1797A  
[Li Hua and Maze](#) · [Tutorial](#)  
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[kymmykym's solution](#)
- 7.**  
1804A  
[Lame King](#) · [Tutorial](#)  
Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)  
[kymmykym's solution](#)
- 8.**  
1793A  
[Yet Another Promotion](#) · [Tutorial](#)  
Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)  
[kymmykym's solution](#)
- 9.**  
1775A1  
[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)  
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**10.**

1779A

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Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings  
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**11.**

1731A

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Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**12.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**13.**

1774A

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

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**14.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
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**15.**

1767A

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**16.**

1762A

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**17.**

1764A

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Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**18.**

1748A

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

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**19.**

1754B

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Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**20.**

1754A

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Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**21.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

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**22.**

1746A

[Maxmina](#) · [Tutorial](#)

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**23.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**24.**

1691A

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**25.**

1617A

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**26.**

1589A

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

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**27.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

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**28.**

1478A

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**29.**

1453A

[Cancel the Trains](#) · [Tutorial](#)

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**30.**

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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**31.**

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**32.**

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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**33.**

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,480 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

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**34.**

1430B

[Barrels](#) · [Tutorial](#)

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**35.**

1397A

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**36.**

1392B

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**37.**

1392A

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**38.**

1368A

[C+=](#) · [Tutorial](#)

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**39.**

1360B

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**40.**

1360A

[Minimal Square](#) · [Tutorial](#)

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**41.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,003 global accepts · Rating: 800 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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**42.**

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

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**43.**

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,591 global accepts · Rating: 800 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**44.**

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

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**45.**

1352A

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**46.**

1348A

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

Quality: 42,855 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**47.**

1325B

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

Quality: 38,826 global accepts · Rating: 800 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**48.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,208 global accepts · Rating: 800 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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**49.**

1307A

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**50.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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**51.**

1304A

[Two Rabbits](#) · [Tutorial](#)

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**52.**

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

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**53.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
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**54.**

1270A

[Card Game](#) · [Tutorial](#)

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**55.**

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math  
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**56.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
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**57.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
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**58.**

158A

[Next Round](#) · [Tutorial](#)

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**59.**

1255A

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**60.**

1257A

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**61.**

1236A

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**62.**

1244A

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**63.**

1223A

[CME](#) · [Tutorial](#)

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**64.**

910A

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**65.**

1206A

[Choose Two Numbers](#) · [Tutorial](#)

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**66.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

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**67.**

1194A

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

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**68.**

1207A

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**69.**

894A

[QAQ](#) · [Tutorial](#)

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**70.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,030 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

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**71.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,388 global accepts · Rating: 800 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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**72.**

1191A

[Tokitsukaze and Enhancement](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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**73.**

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**74.**

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,463 global accepts · Rating: 800 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**75.**

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math  
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**76.**

1896B

[AB Flipping](#) · [Tutorial](#)

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**77.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
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**78.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
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**79.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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**80.**

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
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**81.**

1679A

[AvtoBus](#) · [Tutorial](#)

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**82.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
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**83.**

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
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**84.**

1430A

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Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
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**85.**

1354A

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Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math

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**86.**

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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**87.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math

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**88.**

1321A

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Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**89.**

1313A

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Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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**90.**

1272A

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Quality: 22,076 global accepts · Rating: 900 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

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**91.**

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math

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**92.**

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

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**93.**

1238A

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

Quality: 28,066 global accepts · Rating: 900 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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**94.**

1089L

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Quality: 4,717 global accepts · Rating: 900 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

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**95.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,680 global accepts · Rating: 900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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**96.**

1204B

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**97.**

1197A

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**98.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,675 global accepts · Rating: 900 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[kymmykym's solution](#)

**99.**

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[kymmykym's solution](#)

**100.**

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[kymmykym's solution](#)

**101.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,604 global accepts · Rating: 900 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math  
[kymmykym's solution](#)

**102.**

580A

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

Quality: 104,704 global accepts · Rating: 900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation  
[kymmykym's solution](#)

**103.**

1876A

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

Quality: 34,931 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[kymmykym's solution](#)

**104.**

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[kymmykym's solution](#)

**105.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[kymmykym's solution](#)

**106.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[kymmykym's solution](#)

**107.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kymmykym's solution](#)

**108.**

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[kymmykym's solution](#)

**109.**

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kymmykym's solution](#)

**110.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,580 global accepts · Rating: 1000 · first AC: 2019-08-23 · last AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[kymmykym's solution](#)

**111.**

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,460 global accepts · Rating: 1000 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[kymmykym's solution](#)

**112.**

1438B

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

Quality: 29,076 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[kymmykym's solution](#)

**113.**

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[kymmykym's solution](#)

**114.**

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[kymmykym's solution](#)

**115.**

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,088 global accepts · Rating: 1000 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kymmykym's solution](#)

**116.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[kymmykym's solution](#)

**117.**

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[kymmykym's solution](#)

**118.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[kymmykym's solution](#)

**119.**

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[kymmykym's solution](#)

**120.**

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[kymmykym's solution](#)

**121.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math  
[kymmykym's solution](#)

**122.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[kymmykym's solution](#)

**123.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: math  
[kymmykym's solution](#)

**124.**

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math  
[kymmykym's solution](#)

**125.**

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[kymmykym's solution](#)

**126.**

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[kymmykym's solution](#)

**127.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math  
[kymmykym's solution](#)

**128.**

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[kymmykym's solution](#)

**129.**

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: strings

[kymmykym's solution](#)

**130.**

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[kymmykym's solution](#)

**131.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[kymmykym's solution](#)

**132.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[kymmykym's solution](#)

**133.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[kymmykym's solution](#)

**134.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kymmykym's solution](#)

**135.**

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[kymmykym's solution](#)

**136.**

732B

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

Quality: 25,776 global accepts · Rating: 1000 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[kymmykym's solution](#)

**137.**

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,290 global accepts · Rating: 1000 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[kymmykym's solution](#)

**138.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[kymmykym's solution](#)

**139.**

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[kymmykym's solution](#)

**140.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[kymmykym's solution](#)

**141.**

1797B

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

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[kymmykym's solution](#)

**142.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[kymmykym's solution](#)

**143.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings  
[kymmykym's solution](#)

**144.**

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[kymmykym's solution](#)

**145.**

1457B

[Repainting Street](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[kymmykym's solution](#)

**146.**

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[kymmykym's solution](#)

**147.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[kymmykym's solution](#)

**148.**

1366A

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

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[kymmykym's solution](#)

**149.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,785 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings  
[kymmykym's solution](#)

**150.**

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-14 · last AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings  
[kymmykym's solution](#)

**151.**

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[kymmykym's solution](#)

**152.**

1293A

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

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[kymmykym's solution](#)

**153.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[kymmykym's solution](#)

**154.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,846 global accepts · Rating: 1100 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy, implementation

[kymmykym's solution](#)

**155.**

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[kymmykym's solution](#)

**156.**

258A

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

Quality: 26,508 global accepts · Rating: 1100 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[kymmykym's solution](#)

**157.**

331C1

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

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[kymmykym's solution](#)

**158.**

6B

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

Quality: 14,827 global accepts · Rating: 1100 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kymmykym's solution](#)

**159.**

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[kymmykym's solution](#)

**160.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,092 global accepts · Rating: 1100 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[kymmykym's solution](#)

**161.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,610 global accepts · Rating: 1100 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[kymmykym's solution](#)

**162.**

169B

[Replacing Digits](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1100 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kymmykym's solution](#)

**163.**

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kymmykym's solution](#)

**164.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kymmykym's solution](#)

**165.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,557 global accepts · Rating: 1100 · first AC: 2019-08-31 · last AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[kymmykym's solution](#)

**166.**

706B

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

Quality: 84,478 global accepts · Rating: 1100 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[kymmykym's solution](#)

**167.**

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[kymmykym's solution](#)

**168.**

368B

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

Quality: 49,906 global accepts · Rating: 1100 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[kymmykym's solution](#)

**169.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[kymmykym's solution](#)

**170.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kymmykym's solution](#)

**171.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,674 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[kymmykym's solution](#)

**172.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[kymmykym's solution](#)

**173.**

1679B

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

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[kymmykym's solution](#)

**174.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kymmykym's solution](#)

**175.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[kymmykym's solution](#)

**176.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kymmykym's solution](#)

**177.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[kymmykym's solution](#)

**178.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[kymmykym's solution](#)

**179.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[kymmykym's solution](#)

**180.**

1355A

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

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[kymmykym's solution](#)

**181.**

1352C

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

Quality: 69,783 global accepts · Rating: 1200 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[kymmykym's solution](#)

**182.**

1352B

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

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[kymmykym's solution](#)

**183.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[kymmykym's solution](#)

**184.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[kymmykym's solution](#)

**185.**

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,047 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory  
[kymmykym's solution](#)

**186.**

1272C

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

Quality: 30,742 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation  
[kymmykym's solution](#)

**187.**

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[kymmykym's solution](#)

**188.**

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[kymmykym's solution](#)

**189.**

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers  
[kymmykym's solution](#)

**190.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,859 global accepts · Rating: 1200 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings  
[kymmykym's solution](#)

**191.**

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[kymmykym's solution](#)

**192.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[kymmykym's solution](#)

**193.**

6C

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

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[kymmykym's solution](#)

**194.**

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[kymmykym's solution](#)

**195.**

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[kymmykym's solution](#)

**196.**

433B

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

Quality: 53,879 global accepts · Rating: 1200 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[kymmykym's solution](#)

**197.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[kymmykym's solution](#)

**198.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[kymmykym's solution](#)

**199.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[kymmykym's solution](#)

**200.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[kymmykym's solution](#)

**201.**

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[kymmykym's solution](#)

**202.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[kymmykym's solution](#)

**203.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math  
[kymmykym's solution](#)

**204.**

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[kymmykym's solution](#)

**205.**

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[kymmykym's solution](#)

**206.**

1775B

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

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[kymmykym's solution](#)

**207.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[kymmykym's solution](#)

**208.**

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[kymmykym's solution](#)

**209.**

1746C

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

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

**210.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[kymmykym's solution](#)

**211.**

1364B

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

Quality: 26,187 global accepts · Rating: 1300 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[kymmykym's solution](#)

**212.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,964 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers  
[kymmykym's solution](#)

**213.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,464 global accepts · Rating: 1300 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[kymmykym's solution](#)

**214.**

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kymmykym's solution](#)

**215.**

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kymmykym's solution](#)

**216.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[kymmykym's solution](#)

**217.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,841 global accepts · Rating: 1300 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[kymmykym's solution](#)

**218.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[kymmykym's solution](#)

**219.**

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[kymmykym's solution](#)

**220.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[kymmykym's solution](#)

**221.**

371B

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Quality: 12,536 global accepts · Rating: 1300 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[kymmykym's solution](#)

**222.**

1247B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[kymmykym's solution](#)

**223.**

4C

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

Quality: 108,183 global accepts · Rating: 1300 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

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**224.**

572B

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Quality: 8,221 global accepts · Rating: 1300 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[kymmykym's solution](#)

**225.**

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[kymmykym's solution](#)

**226.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,685 global accepts · Rating: 1300 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[kymmykym's solution](#)

**227.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[kymmykym's solution](#)

**228.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[kymmykym's solution](#)

**229.**

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[kymmykym's solution](#)

**230.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[kymmykym's solution](#)

**231.**

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[kymmykym's solution](#)

**232.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kymmykym's solution](#)

**233.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,847 global accepts · Rating: 1300 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[kymmykym's solution](#)

**234.**

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[kymmykym's solution](#)

**235.**

1217A

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Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[kymmykym's solution](#)

**236.**

189A

[Cut Ribbon](#) · [Tutorial](#)

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[kymmykym's solution](#)

**237.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[kymmykym's solution](#)

**238.**

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[kymmykym's solution](#)

**239.**

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[kymmykym's solution](#)

**240.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[kymmykym's solution](#)

**241.**

1844D

[Row Major](#) · [Tutorial](#)

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[kymmykym's solution](#)

**242.**

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[kymmykym's solution](#)

**243.**

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[kymmykym's solution](#)

**244.**

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[kymmykym's solution](#)

**245.**

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[kymmykym's solution](#)

**246.**

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy  
[kymmykym's solution](#)

**247.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

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

**248.**

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[kymmykym's solution](#)

**249.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[kymmykym's solution](#)

**250.**

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[kymmykym's solution](#)

**251.**

677B

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

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[kymmykym's solution](#)

**252.**

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[kymmykym's solution](#)

**253.**

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search  
[kymmykym's solution](#)

**254.**

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,711 global accepts · Rating: 1400 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
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**255.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[kymmykym's solution](#)

**256.**

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[kymmykym's solution](#)

**257.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[kymmykym's solution](#)

**258.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

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**259.**

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[kymmykym's solution](#)

**260.**

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[kymmykym's solution](#)

**261.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,099 global accepts · Rating: 1400 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[kymmykym's solution](#)

**262.**

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[kymmykym's solution](#)

**263.**

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[kymmykym's solution](#)

**264.**

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[kymmykym's solution](#)

**265.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

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**266.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[kymmykym's solution](#)

**267.**

1270C

[Make Good](#) · [Tutorial](#)

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**268.**

1277C

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Rating: 1400 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[kymmykym's solution](#)

**269.**

489C

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

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[kymmykym's solution](#)

**270.**

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kymmykym's solution](#)

**271.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[kymmykym's solution](#)

**272.**

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[kymmykym's solution](#)

**273.**

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games

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**274.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,189 global accepts · Rating: 1400 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[kymmykym's solution](#)

**275.**

1245C

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[kymmykym's solution](#)

**276.**

379C

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

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[kymmykym's solution](#)

**277.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[kymmykym's solution](#)

**278.**

131C

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Quality: 12,585 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
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**279.**

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,641 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics  
[kymmykym's solution](#)

**280.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[kymmykym's solution](#)

**281.**

515C

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

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[kymmykym's solution](#)

**282.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,074 global accepts · Rating: 1400 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[kymmykym's solution](#)

**283.**

315A

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

Quality: 12,296 global accepts · Rating: 1400 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
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**284.**

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,490 global accepts · Rating: 1400 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
[kymmykym's solution](#)

**285.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[kymmykym's solution](#)

**286.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation  
[kymmykym's solution](#)

**287.**

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[kymmykym's solution](#)

**288.**

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,352 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[kymmykym's solution](#)

**289.**

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,842 global accepts · Rating: 1400 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[kymmykym's solution](#)

**290.**

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[kymmykym's solution](#)

**291.**

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[kymmykym's solution](#)

**292.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[kymmykym's solution](#)

**293.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[kymmykym's solution](#)

**294.**

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[kymmykym's solution](#)

**295.**

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[kymmykym's solution](#)

**296.**

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kymmykym's solution](#)

**297.**

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kymmykym's solution](#)

**298.**

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[kymmykym's solution](#)

**299.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[kymmykym's solution](#)

**300.**

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[kymmykym's solution](#)

**301.**

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[kymmykym's solution](#)

**302.**

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[kymmykym's solution](#)

**303.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[kymmykym's solution](#)

**304.**

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[kymmykym's solution](#)

**305.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[kymmykym's solution](#)

**306.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[kymmykym's solution](#)

**307.**

550C

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

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[kymmykym's solution](#)

**308.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[kymmykym's solution](#)

**309.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-10 · last AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers  
[kymmykym's solution](#)

**310.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs  
[kymmykym's solution](#)

**311.**

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu  
[kymmykym's solution](#)

**312.**

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[kymmykym's solution](#)

**313.**

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation  
[kymmykym's solution](#)

**314.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings  
[kymmykym's solution](#)

**315.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers  
[kymmykym's solution](#)

**316.**

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[kymmykym's solution](#)

**317.**

553A

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

Quality: 9,833 global accepts · Rating: 1500 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[kymmykym's solution](#)

**318.**

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kymmykym's solution](#)

**319.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[kymmykym's solution](#)

**320.**

1272D

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

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[kymmykym's solution](#)

**321.**

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,062 global accepts · Rating: 1500 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees

[kymmykym's solution](#)

**322.**

1265C

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

Rating: 1500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kymmykym's solution](#)

**323.**

697C

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

Rating: 1500 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees

[kymmykym's solution](#)

**324.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[kymmykym's solution](#)

**325.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[kymmykym's solution](#)

**326.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[kymmykym's solution](#)

**327.**

1133D

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

Quality: 16,456 global accepts · Rating: 1500 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[kymmykym's solution](#)

**328.**

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[kymmykym's solution](#)

**329.**

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[kymmykym's solution](#)

**330.**

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kymmykym's solution](#)

**331.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kymmykym's solution](#)

**332.**

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,928 global accepts · Rating: 1500 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[kymmykym's solution](#)

**333.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[kymmykym's solution](#)

**334.**

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[kymmykym's solution](#)

**335.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,930 global accepts · Rating: 1500 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[kymmykym's solution](#)

**336.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,482 global accepts · Rating: 1500 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[kymmykym's solution](#)

**337.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kymmykym's solution](#)

**338.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[kymmykym's solution](#)

**339.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

interactive

[kymmykym's solution](#)

**340.**

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[kymmykym's solution](#)

**341.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,390 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[kymmykym's solution](#)

**342.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[kymmykym's solution](#)

**343.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[kymmykym's solution](#)

**344.**

1754D

[Factorial Divisibility](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[kymmykym's solution](#)

**345.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kymmykym's solution](#)

**346.**

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[kymmykym's solution](#)

**347.**

1397C

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

Rating: 1600 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[kymmykym's solution](#)

**348.**

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[kymmykym's solution](#)

**349.**

283A

[Cows and Sequence](#) · [Tutorial](#)

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[kymmykym's solution](#)

**350.**

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[kymmykym's solution](#)

**351.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings  
[kymmykym's solution](#)

**352.**

369C

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

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[kymmykym's solution](#)

**353.**

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[kymmykym's solution](#)

**354.**

1352G

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

Quality: 24,808 global accepts · Rating: 1600 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[kymmykym's solution](#)

**355.**

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[kymmykym's solution](#)

**356.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu  
[kymmykym's solution](#)

**357.**

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-02 · last AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
[kymmykym's solution](#)

**358.**

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math  
[kymmykym's solution](#)

**359.**

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[kymmykym's solution](#)

**360.**

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[kymmykym's solution](#)

### 361.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[kymmykym's solution](#)

### 362.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1600 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[kymmykym's solution](#)

### 363.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 1600 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[kymmykym's solution](#)

### 364.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[kymmykym's solution](#)

### 365.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[kymmykym's solution](#)

### 366.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[kymmykym's solution](#)

### 367.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[kymmykym's solution](#)

### 368.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[kymmykym's solution](#)

### 369.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[kymmykym's solution](#)

### 370.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[kymmykym's solution](#)

**371.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[kymmykym's solution](#)

**372.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[kymmykym's solution](#)

**373.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[kymmykym's solution](#)

**374.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[kymmykym's solution](#)

**375.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[kymmykym's solution](#)

**376.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[kymmykym's solution](#)

**377.**

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[kymmykym's solution](#)

**378.**

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[kymmykym's solution](#)

**379.**

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[kymmykym's solution](#)

**380.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[kymmykym's solution](#)

**381.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[kymmykym's solution](#)

**382.**

769D

[K-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle

[kymmykym's solution](#)

**383.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,662 global accepts · Rating: 1700 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[kymmykym's solution](#)

**384.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[kymmykym's solution](#)

**385.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[kymmykym's solution](#)

**386.**

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[kymmykym's solution](#)

**387.**

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[kymmykym's solution](#)

**388.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[kymmykym's solution](#)

**389.**

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[kymmykym's solution](#)

**390.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, dp, two pointers

[kymmykym's solution](#)

**391.**

219D

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

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[kymmykym's solution](#)

**392.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[kymmykym's solution](#)

**393.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[kymmykym's solution](#)

**394.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, interactive

[kymmykym's solution](#)

**395.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 1700 · first AC: 2020-03-16 · last AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[kymmykym's solution](#)

**396.**

1324E

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

Quality: 17,015 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[kymmykym's solution](#)

**397.**

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[kymmykym's solution](#)

**398.**

1321D

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

Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[kymmykym's solution](#)

**399.**

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[kymmykym's solution](#)

**400.**

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,206 global accepts · Rating: 1700 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

[kymmykym's solution](#)

**401.**

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kymmykym's solution](#)

**402.**

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[kymmykym's solution](#)

**403.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,925 global accepts · Rating: 1700 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[kymmykym's solution](#)

**404.**

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[kymmykym's solution](#)

**405.**

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[kymmykym's solution](#)

**406.**

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[kymmykym's solution](#)

**407.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[kymmykym's solution](#)

**408.**

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 1700 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[kymmykym's solution](#)

**409.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[kymmykym's solution](#)

**410.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[kymmykym's solution](#)

**411.**

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

greedy, math, sortings, two pointers

[kymmykym's solution](#)

**412.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[kymmykym's solution](#)

**413.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[kymmykym's solution](#)

**414.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[kymmykym's solution](#)

**415.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[kymmykym's solution](#)

**416.**

1631D

[Range and Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[kymmykym's solution](#)

**417.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[kymmykym's solution](#)

**418.**

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[kymmykym's solution](#)

**419.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1800 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[kymmykym's solution](#)

**420.**

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[kymmykym's solution](#)

**421.**

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[kymmykym's solution](#)

**422.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[kymmykym's solution](#)

**423.**

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[kymmykym's solution](#)

**424.**

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, sortings

[kymmykym's solution](#)

**425.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,811 global accepts · Rating: 1800 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[kymmykym's solution](#)

**426.**

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[kymmykym's solution](#)

**427.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[kymmykym's solution](#)

**428.**

1221D

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

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[kymmykym's solution](#)

**429.**

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[kymmykym's solution](#)

**430.**

1262D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[kymmykym's solution](#)

**431.**

478C

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

Quality: 20,596 global accepts · Rating: 1800 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kymmykym's solution](#)

**432.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths  
[kymmykym's solution](#)

**433.**

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings  
[kymmykym's solution](#)

**434.**

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[kymmykym's solution](#)

**435.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers  
[kymmykym's solution](#)

**436.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees  
[kymmykym's solution](#)

**437.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[kymmykym's solution](#)

**438.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation  
[kymmykym's solution](#)

**439.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[kymmykym's solution](#)

**440.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[kymmykym's solution](#)

**441.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math  
[kymmykym's solution](#)

**442.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[kymmykym's solution](#)

**443.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[kymmykym's solution](#)

**444.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[kymmykym's solution](#)

**445.**

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[kymmykym's solution](#)

**446.**

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[kymmykym's solution](#)

**447.**

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,021 global accepts · Rating: 1900 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[kymmykym's solution](#)

**448.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,176 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[kymmykym's solution](#)

**449.**

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[kymmykym's solution](#)

**450.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[kymmykym's solution](#)

**451.**

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,747 global accepts · Rating: 1900 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[kymmykym's solution](#)

**452.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[kymmykym's solution](#)

**453.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[kymmykym's solution](#)

**454.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[kymmykym's solution](#)

**455.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[kymmykym's solution](#)

**456.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, math

[kymmykym's solution](#)

**457.**

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[kymmykym's solution](#)

**458.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[kymmykym's solution](#)

**459.**

1285D

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

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[kymmykym's solution](#)

**460.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[kymmykym's solution](#)

**461.**

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[kymmykym's solution](#)

**462.**

1265D

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

Rating: 1900 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[kymmykym's solution](#)

**463.**

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, meet-in-the-middle, sortings  
[kymmykym's solution](#)

**464.**

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[kymmykym's solution](#)

**465.**

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math  
[kymmykym's solution](#)

**466.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[kymmykym's solution](#)

**467.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[kymmykym's solution](#)

**468.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[kymmykym's solution](#)

**469.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation  
[kymmykym's solution](#)

**470.**

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[kymmykym's solution](#)

**471.**

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers  
[kymmykym's solution](#)

**472.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings  
[kymmykym's solution](#)

**473.**

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[kymmykym's solution](#)

**474.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[kymmykym's solution](#)

**475.**

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[kymmykym's solution](#)

**476.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[kymmykym's solution](#)

**477.**

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[kymmykym's solution](#)

**478.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[kymmykym's solution](#)

**479.**

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[kymmykym's solution](#)

**480.**

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[kymmykym's solution](#)

**481.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[kymmykym's solution](#)

**482.**

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths

[kymmykym's solution](#)

**483.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[kymmykym's solution](#)

**484.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-07 · last AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[kymmykym's solution](#)

**485.**

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[kymmykym's solution](#)

**486.**

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[kymmykym's solution](#)

**487.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[kymmykym's solution](#)

**488.**

380C

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

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[kymmykym's solution](#)

**489.**

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[kymmykym's solution](#)

**490.**

1244C

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

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[kymmykym's solution](#)

**491.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[kymmykym's solution](#)

**492.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[kymmykym's solution](#)

**493.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[kymmykym's solution](#)

**494.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[kymmykym's solution](#)

**495.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[kymmykym's solution](#)

**496.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[kymmykym's solution](#)

**497.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[kymmykym's solution](#)

**498.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2100 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[kymmykym's solution](#)

**499.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kymmykym's solution](#)

**500.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[kymmykym's solution](#)

**501.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[kymmykym's solution](#)

**502.**

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[kymmykym's solution](#)

**503.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[kymmykym's solution](#)

**504.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees  
[kymmykym's solution](#)

**505.**

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search  
[kymmykym's solution](#)

**506.**

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, number theory, trees  
[kymmykym's solution](#)

**507.**

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees  
[kymmykym's solution](#)

**508.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory  
[kymmykym's solution](#)

**509.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[kymmykym's solution](#)

**510.**

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[kymmykym's solution](#)

**511.**

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,199 global accepts · Rating: 2100 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp  
[kymmykym's solution](#)

**512.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
[kymmykym's solution](#)

**513.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[kymmykym's solution](#)

**514.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp  
[kymmykym's solution](#)

**515.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
[kymmykym's solution](#)

**516.**

1785C

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

Rating: 2200 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[kymmykym's solution](#)

**517.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math  
[kymmykym's solution](#)

**518.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation  
[kymmykym's solution](#)

**519.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search  
[kymmykym's solution](#)

**520.**

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[kymmykym's solution](#)

**521.**

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[kymmykym's solution](#)

**522.**

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[kymmykym's solution](#)

**523.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings  
[kymmykym's solution](#)

**524.**

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp  
[kymmykym's solution](#)

**525.**

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[kymmykym's solution](#)

**526.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 2200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[kymmykym's solution](#)

**527.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[kymmykym's solution](#)

**528.**

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[kymmykym's solution](#)

**529.**

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[kymmykym's solution](#)

**530.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[kymmykym's solution](#)

**531.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[kymmykym's solution](#)

**532.**

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[kymmykym's solution](#)

**533.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[kymmykym's solution](#)

**534.**

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[kymmykym's solution](#)

**535.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[kymmykym's solution](#)

**536.**

1529E

[Trees of Tranquillity](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[kymmykym's solution](#)

**537.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[kymmykym's solution](#)

**538.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees  
[kymmykym's solution](#)

**539.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers  
[kymmykym's solution](#)

**540.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math  
[kymmykym's solution](#)

**541.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings  
[kymmykym's solution](#)

**542.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math  
[kymmykym's solution](#)

**543.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs  
[kymmykym's solution](#)

**544.**

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers  
[kymmykym's solution](#)

**545.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[kymmykym's solution](#)

**546.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[kymmykym's solution](#)

**547.**

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[kymmykym's solution](#)

**548.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[kymmykym's solution](#)

**549.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[kymmykym's solution](#)

**550.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[kymmykym's solution](#)

**551.**

1107E

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

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[kymmykym's solution](#)

**552.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[kymmykym's solution](#)

**553.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[kymmykym's solution](#)

**554.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[kymmykym's solution](#)

**555.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[kymmykym's solution](#)

**556.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,615 global accepts · Rating: 2400 · first AC: 2020-03-18 · last AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[kymmykym's solution](#)

**557.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[kymmykym's solution](#)

**558.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[kymmykym's solution](#)

**559.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[kymmykym's solution](#)

**560.**

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy

[kymmykym's solution](#)

**561.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[kymmykym's solution](#)

**562.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[kymmykym's solution](#)

**563.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[kymmykym's solution](#)

**564.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[kymmykym's solution](#)

**565.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[kymmykym's solution](#)

**566.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[kymmykym's solution](#)

**567.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[kymmykym's solution](#)

**568.**

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[kymmykym's solution](#)

**569.**

102961Z

[Nearest Smaller Values](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[kymmykym's solution](#)

**570.**

105259C

[Parcel Post](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[kymmykym's solution](#)

**571.**

105259D

[Double Agents](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[kymmykym's solution](#)

**572.**

105259B

[Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[kymmykym's solution](#)

**573.**

105259A

[Make All Equal](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[kymmykym's solution](#)

**574.**

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[kymmykym's solution](#)

**575.**

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[kymmykym's solution](#)

**576.**

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · last AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[kymmykym's solution](#)