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Unique solved — Ichmax37

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1.

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2167C

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10.

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11.

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2153A

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2149B

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- 102.**
1914B
[Preparing for the Contest](#) · [Tutorial](#)
Quality: 33,226 global accepts · Rating: 800 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Ichmax37's solution](#)
- 103.**
1622A
[Construct a Rectangle](#) · [Tutorial](#)
Quality: 32,036 global accepts · Rating: 800 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[Ichmax37's solution](#)
- 104.**
2000B
[Seating in a Bus](#) · [Tutorial](#)
Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
[Ichmax37's solution](#)
- 105.**
1903A
[Halloumi Boxes](#) · [Tutorial](#)
Quality: 79,701 global accepts · Rating: 800 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[Ichmax37's solution](#)
- 106.**
1729B
[Decode String](#) · [Tutorial](#)
Quality: 32,478 global accepts · Rating: 800 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[lchmax37's solution](#)

107.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,372 global accepts · Rating: 800 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lchmax37's solution](#)

108.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,914 global accepts · Rating: 800 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lchmax37's solution](#)

109.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lchmax37's solution](#)

110.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[lchmax37's solution](#)

111.

1843C

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

Quality: 39,501 global accepts · Rating: 800 · first AC: 2024-07-23 · last AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, trees

[lchmax37's solution](#)

112.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[lchmax37's solution](#)

113.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,960 global accepts · Rating: 800 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lchmax37's solution](#)

114.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,336 global accepts · Rating: 800 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[lchmax37's solution](#)

115.

1881A

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

Quality: 59,378 global accepts · Rating: 800 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[lchmax37's solution](#)

116.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[lchmax37's solution](#)

117.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lchmax37's solution](#)

118.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[lchmax37's solution](#)

119.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lchmax37's solution](#)

120.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,075 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[lchmax37's solution](#)

121.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[lchmax37's solution](#)

122.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,182 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[lchmax37's solution](#)

123.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[lchmax37's solution](#)

124.

1929A

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

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[lchmax37's solution](#)

125.

1741A

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

Quality: 33,804 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lchmax37's solution](#)

126.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,399 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[lchmax37's solution](#)

127.

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,948 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lchmax37's solution](#)

128.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,032 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lchmax37's solution](#)

129.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[lchmax37's solution](#)

130.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[lchmax37's solution](#)

131.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lchmax37's solution](#)

132.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

133.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lchmax37's solution](#)

134.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,157 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lchmax37's solution](#)

135.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lchmax37's solution](#)

136.

1837A

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

Quality: 54,859 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lchmax37's solution](#)

137.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,442 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lchmax37's solution](#)

138.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lchmax37's solution](#)

139.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lchmax37's solution](#)

140.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[lchmax37's solution](#)

141.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lchmax37's solution](#)

142.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,275 global accepts · Rating: 800 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[lchmax37's solution](#)

143.

1538B

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

Quality: 33,538 global accepts · Rating: 800 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lchmax37's solution](#)

144.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lchmax37's solution](#)

145.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[lchmax37's solution](#)

146.

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lchmax37's solution](#)

147.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,567 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[lchmax37's solution](#)

148.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,382 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[lchmax37's solution](#)

149.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

150.

1846A

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

Quality: 34,783 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lchmax37's solution](#)

151.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lchmax37's solution](#)

152.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lchmax37's solution](#)

153.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,813 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[lchmax37's solution](#)

154.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lchmax37's solution](#)

155.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[lchmax37's solution](#)

156.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[lchmax37's solution](#)

157.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lchmax37's solution](#)

158.

1690A

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

Quality: 35,635 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lchmax37's solution](#)

159.

1692C

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

Quality: 38,919 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

160.

1473A

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

Quality: 37,431 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[lchmax37's solution](#)

161.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers

[lchmax37's solution](#)

162.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,440 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lchmax37's solution](#)

163.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,383 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[lchmax37's solution](#)

164.

1843A

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

Quality: 37,312 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[lchmax37's solution](#)

165.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,484 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[lchmax37's solution](#)

166.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[lchmax37's solution](#)

167.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[lchmax37's solution](#)

168.

1702A

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

Quality: 38,180 global accepts · Rating: 800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lchmax37's solution](#)

169.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,309 global accepts · Rating: 800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lchmax37's solution](#)

170.

214A

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

Quality: 42,925 global accepts · Rating: 800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[lchmax37's solution](#)

171.

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[lchmax37's solution](#)

172.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,907 global accepts · Rating: 800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[lchmax37's solution](#)

173.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[lchmax37's solution](#)

174.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[lchmax37's solution](#)

175.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[lchmax37's solution](#)

176.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

177.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,678 global accepts · Rating: 800 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

178.

1325B

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

Quality: 38,827 global accepts · Rating: 800 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lchmax37's solution](#)

179.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lchmax37's solution](#)

180.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[lchmax37's solution](#)

181.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[lchmax37's solution](#)

182.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[lchmax37's solution](#)

183.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,373 global accepts · Rating: 800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Ichmax37's solution](#)

184.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ichmax37's solution](#)

185.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 800 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Ichmax37's solution](#)

186.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[Ichmax37's solution](#)

187.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,423 global accepts · Rating: 800 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ichmax37's solution](#)

188.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,686 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ichmax37's solution](#)

189.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ichmax37's solution](#)

190.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,593 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ichmax37's solution](#)

191.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Ichmax37's solution](#)

192.

1186A

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

Quality: 42,463 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ichmax37's solution](#)

193.

1337A

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

Quality: 42,915 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ichmax37's solution](#)

194.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,038 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lchmax37's solution](#)

195.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,132 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lchmax37's solution](#)

196.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,813 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lchmax37's solution](#)

197.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[lchmax37's solution](#)

198.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[lchmax37's solution](#)

199.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,350 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[lchmax37's solution](#)

200.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 42,000 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[lchmax37's solution](#)

201.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[lchmax37's solution](#)

202.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,194 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lchmax37's solution](#)

203.

1348A

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

Quality: 42,855 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lchmax37's solution](#)

204.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,212 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[lchmax37's solution](#)

205.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,192 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[lchmax37's solution](#)

206.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[lchmax37's solution](#)

207.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,884 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lchmax37's solution](#)

208.

1454A

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

Quality: 44,064 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[lchmax37's solution](#)

209.

1353A

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

Quality: 44,591 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lchmax37's solution](#)

210.

1915B

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

Quality: 50,361 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[lchmax37's solution](#)

211.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,351 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[lchmax37's solution](#)

212.

1462A

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

Quality: 48,979 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[lchmax37's solution](#)

213.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lchmax37's solution](#)

214.

1899A

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

Quality: 92,819 global accepts · Rating: 800 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[lchmax37's solution](#)

215.

1878A

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

Quality: 78,709 global accepts · Rating: 800 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lchmax37's solution](#)

216.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,440 global accepts · Rating: 800 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[lchmax37's solution](#)

217.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lchmax37's solution](#)

218.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,553 global accepts · Rating: 800 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[lchmax37's solution](#)

219.

233A

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

Quality: 49,155 global accepts · Rating: 800 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lchmax37's solution](#)

220.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 800 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[lchmax37's solution](#)

221.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,526 global accepts · Rating: 800 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lchmax37's solution](#)

222.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,382 global accepts · Rating: 800 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lchmax37's solution](#)

223.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,383 global accepts · Rating: 800 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[lchmax37's solution](#)

224.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,238 global accepts · Rating: 800 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lchmax37's solution](#)

225.

1791C

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

Quality: 74,212 global accepts · Rating: 800 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[lchmax37's solution](#)

226.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,548 global accepts · Rating: 800 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lchmax37's solution](#)

227.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

228.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,666 global accepts · Rating: 800 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[lchmax37's solution](#)

229.

1760B

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

Quality: 53,349 global accepts · Rating: 800 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[lchmax37's solution](#)

230.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,032 global accepts · Rating: 800 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[lchmax37's solution](#)

231.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lchmax37's solution](#)

232.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[lchmax37's solution](#)

233.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[lchmax37's solution](#)

234.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,216 global accepts · Rating: 800 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lchmax37's solution](#)

235.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,212 global accepts · Rating: 800 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

236.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,466 global accepts · Rating: 800 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

237.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lchmax37's solution](#)

238.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[lchmax37's solution](#)

239.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

240.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,676 global accepts · Rating: 800 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[lchmax37's solution](#)

241.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[lchmax37's solution](#)

242.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[lchmax37's solution](#)

243.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[lchmax37's solution](#)

244.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[lchmax37's solution](#)

245.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[lchmax37's solution](#)

246.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[lchmax37's solution](#)

247.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[lchmax37's solution](#)

248.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,653 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[lchmax37's solution](#)

249.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,968 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lchmax37's solution](#)

250.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,190 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[lchmax37's solution](#)

251.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,708 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lchmax37's solution](#)

252.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[lchmax37's solution](#)

253.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lchmax37's solution](#)

254.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,511 global accepts · Rating: 800 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[lchmax37's solution](#)

255.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[lchmax37's solution](#)

256.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[lchmax37's solution](#)

257.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,924 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lchmax37's solution](#)

258.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,730 global accepts · Rating: 800 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lchmax37's solution](#)

259.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

260.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ichmax37's solution](#)

261.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,306 global accepts · Rating: 800 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ichmax37's solution](#)

262.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,099 global accepts · Rating: 800 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Ichmax37's solution](#)

263.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,573 global accepts · Rating: 800 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ichmax37's solution](#)

264.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,647 global accepts · Rating: 800 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ichmax37's solution](#)

265.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,852 global accepts · Rating: 800 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ichmax37's solution](#)

266.

1353B

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

Quality: 58,133 global accepts · Rating: 800 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ichmax37's solution](#)

267.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ichmax37's solution](#)

268.

1551A

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

Quality: 58,365 global accepts · Rating: 800 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ichmax37's solution](#)

269.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ichmax37's solution](#)

270.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,489 global accepts · Rating: 800 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Ichmax37's solution](#)

271.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,417 global accepts · Rating: 800 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Ichmax37's solution](#)

272.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,659 global accepts · Rating: 800 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Ichmax37's solution](#)

273.

80A

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

Quality: 66,322 global accepts · Rating: 800 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[Ichmax37's solution](#)

274.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,466 global accepts · Rating: 800 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Ichmax37's solution](#)

275.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,285 global accepts · Rating: 800 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[Ichmax37's solution](#)

276.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,815 global accepts · Rating: 800 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation
[Ichmax37's solution](#)

277.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,955 global accepts · Rating: 800 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Ichmax37's solution](#)

278.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,193 global accepts · Rating: 800 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[Ichmax37's solution](#)

279.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,217 global accepts · Rating: 800 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Ichmax37's solution](#)

280.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,959 global accepts · Rating: 800 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ichmax37's solution](#)

281.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,690 global accepts · Rating: 800 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[Ichmax37's solution](#)

282.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,596 global accepts · Rating: 800 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

283.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,153 global accepts · Rating: 800 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lchmax37's solution](#)

284.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,951 global accepts · Rating: 800 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[lchmax37's solution](#)

285.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[lchmax37's solution](#)

286.

1791A

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

Quality: 80,641 global accepts · Rating: 800 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[lchmax37's solution](#)

287.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,032 global accepts · Rating: 800 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[lchmax37's solution](#)

288.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,741 global accepts · Rating: 800 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lchmax37's solution](#)

289.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,518 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lchmax37's solution](#)

290.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,513 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[lchmax37's solution](#)

291.

472A

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

Quality: 70,784 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[lchmax37's solution](#)

292.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,566 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[lchmax37's solution](#)

293.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,316 global accepts · Rating: 800 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lchmax37's solution](#)

294.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,439 global accepts · Rating: 800 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

295.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,770 global accepts · Rating: 800 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation

[lchmax37's solution](#)

296.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,766 global accepts · Rating: 800 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

297.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,125 global accepts · Rating: 800 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[lchmax37's solution](#)

298.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,841 global accepts · Rating: 800 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[lchmax37's solution](#)

299.

630A

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

Quality: 93,539 global accepts · Rating: 800 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[lchmax37's solution](#)

300.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,437 global accepts · Rating: 800 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lchmax37's solution](#)

301.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,265 global accepts · Rating: 800 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[lchmax37's solution](#)

302.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,614 global accepts · Rating: 800 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lchmax37's solution](#)

303.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,334 global accepts · Rating: 800 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

304.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,796 global accepts · Rating: 800 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lchmax37's solution](#)

305.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,077 global accepts · Rating: 800 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[lchmax37's solution](#)

306.

581A

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

Quality: 84,971 global accepts · Rating: 800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lchmax37's solution](#)

307.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,848 global accepts · Rating: 800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[lchmax37's solution](#)

308.

155A

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

Quality: 93,678 global accepts · Rating: 800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[lchmax37's solution](#)

309.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,733 global accepts · Rating: 800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[lchmax37's solution](#)

310.

750A

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

Quality: 92,567 global accepts · Rating: 800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[lchmax37's solution](#)

311.

1352A

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

Quality: 104,153 global accepts · Rating: 800 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lchmax37's solution](#)

312.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

313.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,416 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[lchmax37's solution](#)

314.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,951 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

315.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,813 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[lchmax37's solution](#)

316.

268A

[Games](#) · [Tutorial](#)

Quality: 104,229 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[lchmax37's solution](#)

317.

785A

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

Quality: 110,975 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lchmax37's solution](#)

318.

443A

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

Quality: 112,085 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lchmax37's solution](#)

319.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,390 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lchmax37's solution](#)

320.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,419 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[lchmax37's solution](#)

321.

144A

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

Quality: 121,436 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

322.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,555 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lchmax37's solution](#)

323.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,224 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lchmax37's solution](#)

324.

1328A

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

Quality: 131,931 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[lchmax37's solution](#)

325.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,124 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

326.

228A

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

Quality: 139,835 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ichmax37's solution](#)

327.

61A

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

Quality: 136,230 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ichmax37's solution](#)

328.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,446 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Ichmax37's solution](#)

329.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,560 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ichmax37's solution](#)

330.

486A

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

Quality: 154,171 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Ichmax37's solution](#)

331.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,364 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ichmax37's solution](#)

332.

467A

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

Quality: 155,973 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ichmax37's solution](#)

333.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,497 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ichmax37's solution](#)

334.

266B

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

Quality: 166,110 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[Ichmax37's solution](#)

335.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,773 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[Ichmax37's solution](#)

336.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,677 global accepts · Rating: 800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ichmax37's solution](#)

337.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[Ichmax37's solution](#)

338.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Ichmax37's solution](#)

339.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,580 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ichmax37's solution](#)

340.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,495 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Ichmax37's solution](#)

341.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,576 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Ichmax37's solution](#)

342.

110A

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

Quality: 199,538 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ichmax37's solution](#)

343.

977A

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

Quality: 217,538 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ichmax37's solution](#)

344.

59A

[Word](#) · [Tutorial](#)

Quality: 227,992 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Ichmax37's solution](#)

345.

546A

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

Quality: 235,259 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Ichmax37's solution](#)

346.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,200 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[Ichmax37's solution](#)

347.

266A

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

Quality: 244,626 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ichmax37's solution](#)

348.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,294 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ichmax37's solution](#)

349.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,106 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Ichmax37's solution](#)

350.

281A

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

Quality: 271,053 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ichmax37's solution](#)

351.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,429 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Ichmax37's solution](#)

352.

112A

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

Quality: 287,313 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ichmax37's solution](#)

353.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,077 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ichmax37's solution](#)

354.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,792 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ichmax37's solution](#)

355.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,548 global accepts · Rating: 800 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Ichmax37's solution](#)

356.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,382 global accepts · Rating: 800 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ichmax37's solution](#)

357.

1972A

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358.

231A

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Quality: 430,363 global accepts · Rating: 800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Ichmax37's solution](#)

359.

71A

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

Quality: 503,378 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Ichmax37's solution](#)

360.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,033 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Ichmax37's solution](#)

361.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Ichmax37's solution](#)

362.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ichmax37's solution](#)

363.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Ichmax37's solution](#)

364.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[Ichmax37's solution](#)

365.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ichmax37's solution](#)

366.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ichmax37's solution](#)

367.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ichmax37's solution](#)

368.

1950B

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Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ichmax37's solution](#)

369.

1950A

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

Quality: 69,459 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ichmax37's solution](#)

370.

1946A

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

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ichmax37's solution](#)

371.

1945A

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Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ichmax37's solution](#)

372.

1944A

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Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[Ichmax37's solution](#)

373.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Ichmax37's solution](#)

374.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Ichmax37's solution](#)

375.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Ichmax37's solution](#)

376.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ichmax37's solution](#)

377.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,571 global accepts · Rating: 900 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Ichmax37's solution](#)

378.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,558 global accepts · Rating: 900 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ichmax37's solution](#)

379.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,150 global accepts · Rating: 900 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ichmax37's solution](#)

380.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,936 global accepts · Rating: 900 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Ichmax37's solution](#)

381.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ichmax37's solution](#)

382.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,475 global accepts · Rating: 900 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ichmax37's solution](#)

383.

2140B

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

Quality: 22,140 global accepts · Rating: 900 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ichmax37's solution](#)

384.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ichmax37's solution](#)

385.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Ichmax37's solution](#)

386.

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Ichmax37's solution](#)

387.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,094 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ichmax37's solution](#)

388.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ichmax37's solution](#)

389.

1337B

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

Quality: 36,867 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Ichmax37's solution](#)

390.

115A

[Party](#) · [Tutorial](#)

Quality: 43,365 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Ichmax37's solution](#)

391.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[lchmax37's solution](#)

392.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[lchmax37's solution](#)

393.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,836 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[lchmax37's solution](#)

394.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,962 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lchmax37's solution](#)

395.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lchmax37's solution](#)

396.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,795 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lchmax37's solution](#)

397.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,992 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[lchmax37's solution](#)

398.

556A

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

Quality: 46,396 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lchmax37's solution](#)

399.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,711 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

400.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[lchmax37's solution](#)

401.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[lchmax37's solution](#)

402.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,267 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[lchmax37's solution](#)

403.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,594 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[lchmax37's solution](#)

404.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,036 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lchmax37's solution](#)

405.

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

406.

313A

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

Quality: 65,053 global accepts · Rating: 900 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[lchmax37's solution](#)

407.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,849 global accepts · Rating: 900 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[lchmax37's solution](#)

408.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

409.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,924 global accepts · Rating: 900 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lchmax37's solution](#)

410.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[lchmax37's solution](#)

411.

580A

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

Quality: 104,708 global accepts · Rating: 900 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[lchmax37's solution](#)

412.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,024 global accepts · Rating: 900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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413.

405A

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Quality: 126,501 global accepts · Rating: 900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[lchmax37's solution](#)

414.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,136 global accepts · Rating: 900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[lchmax37's solution](#)

415.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lchmax37's solution](#)

416.

96A

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Quality: 193,679 global accepts · Rating: 900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lchmax37's solution](#)

417.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,543 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[lchmax37's solution](#)

418.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games

[lchmax37's solution](#)

419.

1954A

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

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

[lchmax37's solution](#)

420.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[lchmax37's solution](#)

421.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[lchmax37's solution](#)

422.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[lchmax37's solution](#)

423.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lchmax37's solution](#)

424.

2167D

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

Quality: 30,215 global accepts · Rating: 1000 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[lchmax37's solution](#)

425.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[lchmax37's solution](#)

426.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,914 global accepts · Rating: 1000 · first AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[lchmax37's solution](#)

427.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lchmax37's solution](#)

428.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lchmax37's solution](#)

429.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lchmax37's solution](#)

430.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[lchmax37's solution](#)

431.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lchmax37's solution](#)

432.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,756 global accepts · Rating: 1000 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[lchmax37's solution](#)

433.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[lchmax37's solution](#)

434.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[lchmax37's solution](#)

435.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[lchmax37's solution](#)

436.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lchmax37's solution](#)

437.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[lchmax37's solution](#)

438.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[lchmax37's solution](#)

439.

1430C

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

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[lchmax37's solution](#)

440.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,680 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lchmax37's solution](#)

441.

732B

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

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lchmax37's solution](#)

442.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lchmax37's solution](#)

443.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[lchmax37's solution](#)

444.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,642 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[lchmax37's solution](#)

445.

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[lchmax37's solution](#)

446.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[Ichmax37's solution](#)

447.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Ichmax37's solution](#)

448.

1800B

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

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Ichmax37's solution](#)

449.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Ichmax37's solution](#)

450.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,536 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Ichmax37's solution](#)

451.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,389 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[Ichmax37's solution](#)

452.

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings
[Ichmax37's solution](#)

453.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[Ichmax37's solution](#)

454.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[Ichmax37's solution](#)

455.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings
[Ichmax37's solution](#)

456.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Ichmax37's solution](#)

457.

75A

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

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ichmax37's solution](#)

458.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Ichmax37's solution](#)

459.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,944 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ichmax37's solution](#)

460.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Ichmax37's solution](#)

461.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ichmax37's solution](#)

462.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,061 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Ichmax37's solution](#)

463.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ichmax37's solution](#)

464.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,201 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Ichmax37's solution](#)

465.

1859B

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

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ichmax37's solution](#)

466.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[lchmax37's solution](#)

467.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[lchmax37's solution](#)

468.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lchmax37's solution](#)

469.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,589 global accepts · Rating: 1000 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[lchmax37's solution](#)

470.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lchmax37's solution](#)

471.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lchmax37's solution](#)

472.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[lchmax37's solution](#)

473.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[lchmax37's solution](#)

474.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[lchmax37's solution](#)

475.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[lchmax37's solution](#)

476.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[lchmax37's solution](#)

477.

1690D

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

Quality: 47,058 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[Ichmax37's solution](#)

478.

1256A

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

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[Ichmax37's solution](#)

479.

118B

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

Quality: 34,585 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Ichmax37's solution](#)

480.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Ichmax37's solution](#)

481.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,279 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[Ichmax37's solution](#)

482.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,549 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[Ichmax37's solution](#)

483.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[Ichmax37's solution](#)

484.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,514 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ichmax37's solution](#)

485.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,115 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Ichmax37's solution](#)

486.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,580 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[Ichmax37's solution](#)

487.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory,

strings

[lchmax37's solution](#)

488.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,484 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lchmax37's solution](#)

489.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lchmax37's solution](#)

490.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lchmax37's solution](#)

491.

688B

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

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lchmax37's solution](#)

492.

450A

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

Quality: 44,427 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

493.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[lchmax37's solution](#)

494.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[lchmax37's solution](#)

495.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lchmax37's solution](#)

496.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[lchmax37's solution](#)

497.

124A

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

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[lchmax37's solution](#)

498.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,838 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Ichmax37's solution](#)

499.

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[Ichmax37's solution](#)

500.

742A

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

Quality: 51,992 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[Ichmax37's solution](#)

501.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Ichmax37's solution](#)

502.

476A

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

Quality: 51,624 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Ichmax37's solution](#)

503.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,618 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[Ichmax37's solution](#)

504.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ichmax37's solution](#)

505.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,948 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Ichmax37's solution](#)

506.

500A

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

Quality: 62,710 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[Ichmax37's solution](#)

507.

43A

[Football](#) · [Tutorial](#)

Quality: 69,176 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: strings
[Ichmax37's solution](#)

508.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[Ichmax37's solution](#)

509.

339B

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

Quality: 81,388 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ichmax37's solution](#)

510.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,508 global accepts · Rating: 1000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Ichmax37's solution](#)

511.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,991 global accepts · Rating: 1000 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Ichmax37's solution](#)

512.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,297 global accepts · Rating: 1000 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Ichmax37's solution](#)

513.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,819 global accepts · Rating: 1000 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[Ichmax37's solution](#)

514.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,015 global accepts · Rating: 1000 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Ichmax37's solution](#)

515.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,407 global accepts · Rating: 1000 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Ichmax37's solution](#)

516.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,475 global accepts · Rating: 1000 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Ichmax37's solution](#)

517.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[Ichmax37's solution](#)

518.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[Ichmax37's solution](#)

519.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[Ichmax37's solution](#)

520.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Ichmax37's solution](#)

521.

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings
[Ichmax37's solution](#)

522.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[Ichmax37's solution](#)

523.

2211B

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

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[Ichmax37's solution](#)

524.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Ichmax37's solution](#)

525.

2160B

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

Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Ichmax37's solution](#)

526.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[Ichmax37's solution](#)

527.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Ichmax37's solution](#)

528.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,914 global accepts · Rating: 1100 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[Ichmax37's solution](#)

529.

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Ichmax37's solution](#)

530.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ichmax37's solution](#)

531.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ichmax37's solution](#)

532.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Ichmax37's solution](#)

533.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Ichmax37's solution](#)

534.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ichmax37's solution](#)

535.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Ichmax37's solution](#)

536.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[Ichmax37's solution](#)

537.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Ichmax37's solution](#)

538.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Ichmax37's solution](#)

539.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Ichmax37's solution](#)

540.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Ichmax37's solution](#)

541.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Ichmax37's solution](#)

542.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ichmax37's solution](#)

543.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[Ichmax37's solution](#)

544.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Ichmax37's solution](#)

545.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Ichmax37's solution](#)

546.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

[Ichmax37's solution](#)

547.

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[Ichmax37's solution](#)

548.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ichmax37's solution](#)

549.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Ichmax37's solution](#)

550.

1948B

[Array Fix](#) · [Tutorial](#)

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

[Ichmax37's solution](#)

551.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,825 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Ichmax37's solution](#)

552.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Ichmax37's solution](#)

553.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ichmax37's solution](#)

554.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Ichmax37's solution](#)

555.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ichmax37's solution](#)

556.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,359 global accepts · Rating: 1200 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Ichmax37's solution](#)

557.

2136C

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

Rating: 1200 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Ichmax37's solution](#)

558.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Ichmax37's solution](#)

559.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ichmax37's solution](#)

560.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Ichmax37's solution](#)

561.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Ichmax37's solution](#)

562.

2123D

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

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[Ichmax37's solution](#)

563.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Ichmax37's solution](#)

564.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[Ichmax37's solution](#)

565.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[Ichmax37's solution](#)

566.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices
[Ichmax37's solution](#)

567.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings
[Ichmax37's solution](#)

568.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math
[Ichmax37's solution](#)

569.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
[Ichmax37's solution](#)

570.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics,

constructive algorithms, number theory

[lchmax37's solution](#)

571.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lchmax37's solution](#)

572.

489B

[BerSU Ball · Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[lchmax37's solution](#)

573.

1352C

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

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[lchmax37's solution](#)

574.

466A

[Cheap Travel · Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lchmax37's solution](#)

575.

492B

[Vanya and Lanterns · Tutorial](#)

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[lchmax37's solution](#)

576.

1954B

[Make It Ugly · Tutorial](#)

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

[lchmax37's solution](#)

577.

1954C

[Long Multiplication · Tutorial](#)

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[lchmax37's solution](#)

578.

1945C

[Left and Right Houses · Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[lchmax37's solution](#)

579.

1941D

[Rudolf and the Ball Game · Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[lchmax37's solution](#)

580.

1935B

[Informatics in MAC · Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[lchmax37's solution](#)

581.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[Ichmax37's solution](#)

582.

2211C1

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

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers
[Ichmax37's solution](#)

583.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[Ichmax37's solution](#)

584.

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings
[Ichmax37's solution](#)

585.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games
[Ichmax37's solution](#)

586.

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ichmax37's solution](#)

587.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms
[Ichmax37's solution](#)

588.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Ichmax37's solution](#)

589.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Ichmax37's solution](#)

590.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,213 global accepts · Rating: 1300 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Ichmax37's solution](#)

591.

2130C

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

Rating: 1300 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[lchmax37's solution](#)

592.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[lchmax37's solution](#)

593.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[lchmax37's solution](#)

594.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[lchmax37's solution](#)

595.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[lchmax37's solution](#)

596.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lchmax37's solution](#)

597.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[lchmax37's solution](#)

598.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,704 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lchmax37's solution](#)

599.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[lchmax37's solution](#)

600.

1973B

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

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

[lchmax37's solution](#)

601.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games,

graphs, greedy, math
[lchmax37's solution](#)

602.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[lchmax37's solution](#)

603.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[lchmax37's solution](#)

604.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[lchmax37's solution](#)

605.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[lchmax37's solution](#)

606.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1400 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[lchmax37's solution](#)

607.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[lchmax37's solution](#)

608.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[lchmax37's solution](#)

609.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive
[lchmax37's solution](#)

610.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[lchmax37's solution](#)

611.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 1400 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[lchmax37's solution](#)

612.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[Ichmax37's solution](#)

613.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1400 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, trees
[Ichmax37's solution](#)

614.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees
[Ichmax37's solution](#)

615.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
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616.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Ichmax37's solution](#)

617.

2055C

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Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[Ichmax37's solution](#)

618.

2067D

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

Rating: 1400 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive
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619.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math
[Ichmax37's solution](#)

620.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,955 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Ichmax37's solution](#)

621.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[Ichmax37's solution](#)

622.

489C

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

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[lchmax37's solution](#)

623.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,200 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[lchmax37's solution](#)

624.

279B

[Books](#) · [Tutorial](#)

Quality: 72,460 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[lchmax37's solution](#)

625.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[lchmax37's solution](#)

626.

1974C

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

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures
[lchmax37's solution](#)

627.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[lchmax37's solution](#)

628.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings
[lchmax37's solution](#)

629.

1972D1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[lchmax37's solution](#)

630.

1955D

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

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[lchmax37's solution](#)

631.

2153C

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

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings
[lchmax37's solution](#)

632.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Ichmax37's solution](#)

633.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[Ichmax37's solution](#)

634.

2146D1

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

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees
[Ichmax37's solution](#)

635.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[Ichmax37's solution](#)

636.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Ichmax37's solution](#)

637.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy
[Ichmax37's solution](#)

638.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[Ichmax37's solution](#)

639.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
[Ichmax37's solution](#)

640.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings
[Ichmax37's solution](#)

641.

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[Ichmax37's solution](#)

642.

2069C

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

Quality: 14,827 global accepts · Rating: 1500 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[lchmax37's solution](#)

643.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, math

[lchmax37's solution](#)

644.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[lchmax37's solution](#)

645.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,341 global accepts · Rating: 1500 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[lchmax37's solution](#)

646.

1950E

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

Quality: 17,432 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[lchmax37's solution](#)

647.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,828 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[lchmax37's solution](#)

648.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[lchmax37's solution](#)

649.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[lchmax37's solution](#)

650.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[lchmax37's solution](#)

651.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, schedules

[lchmax37's solution](#)

652.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Ichmax37's solution](#)

653.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Ichmax37's solution](#)

654.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Ichmax37's solution](#)

655.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Ichmax37's solution](#)

656.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Ichmax37's solution](#)

657.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Ichmax37's solution](#)

658.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Ichmax37's solution](#)

659.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Ichmax37's solution](#)

660.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Ichmax37's solution](#)

661.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ichmax37's solution](#)

662.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ichmax37's solution](#)

663.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,149 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ichmax37's solution](#)

664.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ichmax37's solution](#)

665.

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Ichmax37's solution](#)

666.

2132E

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[Ichmax37's solution](#)

667.

2160D

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

Rating: 1700 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Ichmax37's solution](#)

668.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Ichmax37's solution](#)

669.

2151D

[Grid Counting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Ichmax37's solution](#)

670.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Ichmax37's solution](#)

671.

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ichmax37's solution](#)

672.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Ichmax37's solution](#)

673.

2109C2

[Hacking Numbers \(Medium Version\) · Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Ichmax37's solution](#)

674.

2071C

[Trapmignano Reggiano · Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Ichmax37's solution](#)

675.

1969C

[Minimizing the Sum · Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Ichmax37's solution](#)

676.

1971G

[XOUR · Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[Ichmax37's solution](#)

677.

1973C

[Cat, Fox and Double Maximum · Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Ichmax37's solution](#)

678.

1955E

[Long Inversions · Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Ichmax37's solution](#)

679.

1948D

[Tandem Repeats? · Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Ichmax37's solution](#)

680.

2211C2

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

Quality: 3,682 global accepts · Rating: 1800 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[Ichmax37's solution](#)

681.

2153D

[Not Alone · Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ichmax37's solution](#)

682.

2145D

[Inversion Value of a Permutation · Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Ichmax37's solution](#)

683.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[lchmax37's solution](#)

684.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[lchmax37's solution](#)

685.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[lchmax37's solution](#)

686.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[lchmax37's solution](#)

687.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[lchmax37's solution](#)

688.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[lchmax37's solution](#)

689.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[lchmax37's solution](#)

690.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[lchmax37's solution](#)

691.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[lchmax37's solution](#)

692.

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lchmax37's solution](#)

693.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
[Ichmax37's solution](#)

694.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules
[Ichmax37's solution](#)

695.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[Ichmax37's solution](#)

696.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[Ichmax37's solution](#)

697.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers
[Ichmax37's solution](#)

698.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Ichmax37's solution](#)

699.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search
[Ichmax37's solution](#)

700.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, sortings
[Ichmax37's solution](#)

701.

2139D

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[Ichmax37's solution](#)

702.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, sortings
[Ichmax37's solution](#)

703.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Ichmax37's solution](#)

704.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Ichmax37's solution](#)

705.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Ichmax37's solution](#)

706.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Ichmax37's solution](#)

707.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[Ichmax37's solution](#)

708.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[Ichmax37's solution](#)

709.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Ichmax37's solution](#)

710.

2140D

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711.

2126F

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712.

2063D

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713.

1674E

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714.

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715.

2210D

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716.

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717.

2161D

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718.

2132F

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719.

2162F

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720.

2160E

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721.

2145E

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722.

2119D

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723.

2113D

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724.

2155E

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725.

2134D

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726.

2002E

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727.

2002D2

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728.

2211F

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729.

2161E

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730.

484E

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731.

2210E

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732.

2219C

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733.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

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[Ichmax37's solution](#)

734.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

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735.

2219A

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