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Unique solved — leaf1415

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

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Count: 4,770

1.

2211A

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2.

2178A

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3.

2180B

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4.

2180A

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5.

2157A

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6.

2154A

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7.

2152A

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8.

2147A

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9.

2134A

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10.

2127A

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11.

2128A

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12.

2122A

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13.

2124A

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14.

2111A

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15.

2110A

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16.

2108A

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17.

2103A

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18.

2084A

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19.

2086A

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20.

2092A

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21.

2075A

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22.

2071A

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23.

2070A

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24.

2064A

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25.

2059A

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26.

2062A

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27.

2063A

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28.

2061A

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29.

2055A

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30.

2057A

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31.

2053A

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32.

2043A

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33.

2048A

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34.

2040A

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35.

2042A

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36.

2034A

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37.

2039A

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38.

2031A

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39.

2029A

[Set](#) · [Tutorial](#)

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40.

2032A

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41.

2030B

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algorithms, games, math

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42.

2030A

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43.

2013A

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44.

2003B

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45.

2003A

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46.

2001B

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47.

2001A

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48.

2004A

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49.

2002A

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50.

1998A

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51.

1993A

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52.

1991A

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53.

1995A

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54.

1994A

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55.

1983A

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56.

1987A

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57.

1989A

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58.

1982A

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59.

1978B

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Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search
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60.

1978A

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61.

1984A

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62.

1976A

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63.

1969A

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64.

1957A

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65.

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66.

1946A

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67.

1948A

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68.

1935A

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69.

1934A

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70.

1930A

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71.

1929B

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72.

1929A

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73.

1918A

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74.

1922A

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75.

1920A

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76.

1919B

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Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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77.

1919A

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78.

1916A

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79.

1917A

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80.

1909A

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81.

1913A

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82.

1905A

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- 83.**
1902A
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1903A
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1898A
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1899A
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1895B
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1895A
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94.

1867A

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95.

1861A

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96.

1863A

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Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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97.

1864A

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98.

1862B

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99.

1862A

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100.

1856A

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101.

1849A

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102.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[leaf1415's solution](#)

103.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[leaf1415's solution](#)

104.

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,362 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[leaf1415's solution](#)

105.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[leaf1415's solution](#)

106.

1843C

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

Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[leaf1415's solution](#)

107.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

[leaf1415's solution](#)

108.

1843A

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

Quality: 37,312 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[leaf1415's solution](#)

109.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[leaf1415's solution](#)

110.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers

[leaf1415's solution](#)

111.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[leaf1415's solution](#)

112.

1837A

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

Quality: 54,848 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

113.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,897 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

114.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,084 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

115.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,974 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings

[leaf1415's solution](#)

116.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[leaf1415's solution](#)

117.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[leaf1415's solution](#)

118.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,606 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[leaf1415's solution](#)

119.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

120.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[leaf1415's solution](#)

121.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[leaf1415's solution](#)

122.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,461 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

123.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[leaf1415's solution](#)

124.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,974 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[leaf1415's solution](#)

125.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,948 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[leaf1415's solution](#)

126.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[leaf1415's solution](#)

127.

1810A

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

Quality: 21,911 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[leaf1415's solution](#)

128.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

129.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

130.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings

[leaf1415's solution](#)

131.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

132.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[leaf1415's solution](#)

133.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[leaf1415's solution](#)

134.

1789A

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

Quality: 32,988 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[leaf1415's solution](#)

135.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[leaf1415's solution](#)

136.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,017 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[leaf1415's solution](#)

137.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[leaf1415's solution](#)

138.

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[leaf1415's solution](#)

139.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[leaf1415's solution](#)

140.

1790A

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

Quality: 41,050 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings
[leaf1415's solution](#)

141.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

142.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,976 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[leaf1415's solution](#)

143.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,021 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[leaf1415's solution](#)

144.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[leaf1415's solution](#)

145.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[leaf1415's solution](#)

146.

1783A

[Make it Beautiful](#) · [Tutorial](#)

Quality: 48,737 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings
[leaf1415's solution](#)

147.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[leaf1415's solution](#)

148.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[leaf1415's solution](#)

149.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

150.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[leaf1415's solution](#)

151.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

152.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,436 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

153.

1774A

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

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

154.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[leaf1415's solution](#)

155.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

156.

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[leaf1415's solution](#)

157.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,034 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

158.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[leaf1415's solution](#)

159.

1758A

[SSeeeeeinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[leaf1415's solution](#)

160.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,619 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[leaf1415's solution](#)

161.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

162.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,665 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

163.

1748A

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

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

164.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[leaf1415's solution](#)

165.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[leaf1415's solution](#)

166.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

167.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, sortings

[leaf1415's solution](#)

168.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[leaf1415's solution](#)

169.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[leaf1415's solution](#)

170.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

171.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, math
[leaf1415's solution](#)

172.

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[leaf1415's solution](#)

173.

1744A

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

Quality: 28,778 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[leaf1415's solution](#)

174.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[leaf1415's solution](#)

175.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

176.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[leaf1415's solution](#)

177.

1741A

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

Quality: 33,803 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[leaf1415's solution](#)

178.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[leaf1415's solution](#)

179.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[leaf1415's solution](#)

180.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[leaf1415's solution](#)

181.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

182.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[leaf1415's solution](#)

183.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[leaf1415's solution](#)

184.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[leaf1415's solution](#)

185.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[leaf1415's solution](#)

186.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[leaf1415's solution](#)

187.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,900 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: math
[leaf1415's solution](#)

188.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

189.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[leaf1415's solution](#)

190.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[leaf1415's solution](#)

191.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

192.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

193.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[leaf1415's solution](#)

194.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[leaf1415's solution](#)

195.

1712A

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

Quality: 25,057 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

196.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation

[leaf1415's solution](#)

197.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

198.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,846 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

199.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[leaf1415's solution](#)

200.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,779 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[leaf1415's solution](#)

201.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

202.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[leaf1415's solution](#)

203.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[leaf1415's solution](#)

204.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

205.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[leaf1415's solution](#)

206.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

207.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,306 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[leaf1415's solution](#)

208.

1702A

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

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[leaf1415's solution](#)

209.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

210.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[leaf1415's solution](#)

211.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[leaf1415's solution](#)

212.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[leaf1415's solution](#)

213.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[leaf1415's solution](#)

214.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games
[leaf1415's solution](#)

215.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[leaf1415's solution](#)

216.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers
[leaf1415's solution](#)

217.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[leaf1415's solution](#)

218.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[leaf1415's solution](#)

219.

1690A

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

Quality: 35,633 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

220.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[leaf1415's solution](#)

221.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[leaf1415's solution](#)

222.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[leaf1415's solution](#)

223.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[leaf1415's solution](#)

224.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[leaf1415's solution](#)

225.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math, strings
[leaf1415's solution](#)

226.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[leaf1415's solution](#)

227.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

228.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,352 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[leaf1415's solution](#)

229.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[leaf1415's solution](#)

230.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[leaf1415's solution](#)

231.

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[leaf1415's solution](#)

232.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings
[leaf1415's solution](#)

233.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

234.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, math

[leaf1415's solution](#)

235.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

236.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

237.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

238.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,545 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[leaf1415's solution](#)

239.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[leaf1415's solution](#)

240.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[leaf1415's solution](#)

241.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[leaf1415's solution](#)

242.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[leaf1415's solution](#)

243.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: strings

[leaf1415's solution](#)

244.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation,

sortings

[leaf1415's solution](#)

245.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

246.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

247.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

248.

1650A

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

Quality: 37,309 global accepts · Rating: 800 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

249.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[leaf1415's solution](#)

250.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

251.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,321 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[leaf1415's solution](#)

252.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

253.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[leaf1415's solution](#)

254.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[leaf1415's solution](#)

255.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[leaf1415's solution](#)

256.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings
[leaf1415's solution](#)

257.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[leaf1415's solution](#)

258.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,402 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[leaf1415's solution](#)

259.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,022 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[leaf1415's solution](#)

260.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

261.

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[leaf1415's solution](#)

262.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[leaf1415's solution](#)

263.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[leaf1415's solution](#)

264.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[leaf1415's solution](#)

265.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

266.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[leaf1415's solution](#)

267.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,035 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[leaf1415's solution](#)

268.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[leaf1415's solution](#)

269.

1619B

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

Quality: 32,947 global accepts · Rating: 800 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[leaf1415's solution](#)

270.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,825 global accepts · Rating: 800 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[leaf1415's solution](#)

271.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, implementation
[leaf1415's solution](#)

272.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[leaf1415's solution](#)

273.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

274.

1618A

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

Quality: 34,382 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[leaf1415's solution](#)

275.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

276.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

277.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[leaf1415's solution](#)

278.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,917 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[leaf1415's solution](#)

279.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

280.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[leaf1415's solution](#)

281.

581A

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

Quality: 84,961 global accepts · Rating: 800 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

282.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[leaf1415's solution](#)

283.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

284.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,439 global accepts · Rating: 800 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

285.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

286.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[leaf1415's solution](#)

287.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,546 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

288.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,427 global accepts · Rating: 800 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[leaf1415's solution](#)

289.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,643 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[leaf1415's solution](#)

290.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,120 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

291.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

292.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[leaf1415's solution](#)

293.

1579A

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

Quality: 41,999 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[leaf1415's solution](#)

294.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

295.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,169 global accepts · Rating: 800 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

296.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[leaf1415's solution](#)

297.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

298.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[leaf1415's solution](#)

299.

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[leaf1415's solution](#)

300.

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

301.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

302.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,848 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[leaf1415's solution](#)

303.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

304.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

305.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,997 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

306.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

307.

1560A

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

Quality: 73,515 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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308.

1557A

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309.

1554A

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310.

1552A

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311.

1551B1

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312.

1551A

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313.

1553A

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314.

1530B

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315.

1530A

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316.

1550A

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317.

1547B

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318.

1547A

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319.

1542A

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320.

676A

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321.

1539B

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322.

1537A

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323.

677A

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324.

678A

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325.

681A

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326.

1534A

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327.

1538B

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328.

1538A

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329.

1536A

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330.

1535A

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331.

702A

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332.

703A

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333.

1523A

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334.

1526A

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335.

707A

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336.

710A

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337.

711A

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338.

1527A

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339.

712A

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340.

1525A

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341.

721A

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342.

723A

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343.

731A

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344.

732A

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345.

1520B

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346.

1520A

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347.

1515A

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348.

734B

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349.

734A

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350.

1519B

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351.

1519A

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352.

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353.

1516A

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354.

746A

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355.

1514A

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356.

747A

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357.

749A

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358.

752A

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359.

750A

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360.

1511A

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361.

1513A

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362.

1512B

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363.

1512A

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364.

758A

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365.

1498A

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366.

1506A

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367.

1499A

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368.

1497A

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785A

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370.

1493A

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371.

1491A

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372.

796A

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373.

1492A

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374.

1490A

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375.

1487A

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376.

794A

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377.

811A

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378.

1481A

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379.

821A

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380.

818A

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381.

822A

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382.

832A

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383.

835A

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384.

837A

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385.

1474A

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386.

1473A

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387.

1472B

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388.

1472A

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389.

1466B

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390.

1466A

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391.

873A

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392.

1462B

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393.

1462A

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394.

884A

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395.

1461A

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396.

888A

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397.

894A

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398.

1450A

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399.

1453A

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400.

898A

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401.

1455A

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402.

899A

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403.

1454B

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404.

1454A

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405.

1451A

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Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

406.

939A

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Quality: 29,710 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[leaf1415's solution](#)

407.

1452C

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408.

1452A

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409.

954A

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410.

959A

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411.

965A

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412.

988A

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413.

1003A

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414.

1438A

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415.

1041A

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416.

1060A

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417.

1077A

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1437A

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419.

1436A

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1421A

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421.

1433B

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422.

1433A

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423.

1428A

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424.

1430B

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425.

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426.

1408A

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427.

1426A

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428.

1409A

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429.

1400A

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430.

1392B

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431.

1392A

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432.

1398B

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433.

1398A

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434.

1391B

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435.

1391A

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436.

1393A

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437.

1399B

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438.

1399A

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439.

1388A

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theory

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440.

1389A

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441.

1385B

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1385A

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443.

1372A

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444.

1093A

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445.

1371A

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1374A

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1369A

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448.

1370A

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449.

1368A

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450.

1367B

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451.

1367A

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452.

1358A

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453.

1360B

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454.

1360A

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455.

1353B

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1353A

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1352A

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1348A

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459.

1148A

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460.

1343B

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1335A

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462.

1328A

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463.

1325B

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464.

1325A

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465.

1312A

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466.

1316A

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467.

1305A

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468.

1311A

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469.

1304A

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470.

1307A

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471.

1301A

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1303A

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1296A

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474.

1271A

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475.

1294A

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476.

1285A

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477.

1284A

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478.

1270A

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479.

1283A

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1257A

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481.

1249A

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482.

1236A

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483.

1244A

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484.

1234A

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485.

1228A

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486.

1216A

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487.

1220A

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488.

1209A

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489.

1207A

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490.

1200A

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491.

1196A

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492.

1178A

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493.

1194A

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494.

1186A

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495.

1183A

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496.

1185A

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497.

1176A

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498.

1167A

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499.

1152A

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500.

1154A

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501.

1144A

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502.

1139A

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503.

1136A

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504.

1131A

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505.

1118A

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506.

1114A

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507.

1106A

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508.

1108A

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509.

1102A

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510.

1097A

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511.

1091A

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512.

1096A

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Quality: 19,633 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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513.

1095A

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514.

1092B

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515.

1092A

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516.

1081A

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517.

1088A

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518.

1056A

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519.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math
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520.

1061A

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Quality: 24,106 global accepts · Rating: 800 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
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521.

1043A

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522.

1065A

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523.

1038A

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524.

1017A

[The Rank](#) · [Tutorial](#)

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525.

1015A

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526.

1006A

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527.

1009A

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528.

1005A

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529.

999A

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530.

992A

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Quality: 14,317 global accepts · Rating: 800 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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531.

987A

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532.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,913 global accepts · Rating: 800 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: greedy, strings

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533.

978A

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534.

977A

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Quality: 217,513 global accepts · Rating: 800 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: implementation

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535.

976A

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

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536.

946A

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Quality: 18,160 global accepts · Rating: 800 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy

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537.

931A

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Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[leaf1415's solution](#)

538.

937A

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539.

935A

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540.

938A

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541.

932A

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542.

919A

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543.

918A

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Quality: 18,242 global accepts · Rating: 800 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

544.

912A

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Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: implementation

[leaf1415's solution](#)

545.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

546.

900A

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Quality: 14,955 global accepts · Rating: 800 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: geometry, implementation

[leaf1415's solution](#)

547.

897A

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[leaf1415's solution](#)

548.

2178B

[Impost or Sus](#) · [Tutorial](#)

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[leaf1415's solution](#)

549.

2157B

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Quality: 12,882 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

550.

2110B

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Quality: 27,344 global accepts · Rating: 900 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: strings

[leaf1415's solution](#)

551.

2085A

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Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

552.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

553.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

554.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

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555.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[leaf1415's solution](#)

556.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[leaf1415's solution](#)

557.

2026A

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Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[leaf1415's solution](#)

558.

2013B

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

Quality: 28,250 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

559.

2005A

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

Quality: 26,247 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[leaf1415's solution](#)

560.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[leaf1415's solution](#)

561.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,452 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

562.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[leaf1415's solution](#)

563.

1973A

[Chess For Three](#) · [Tutorial](#)

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564.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,573 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

565.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[leaf1415's solution](#)

566.

1879B

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Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

567.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[leaf1415's solution](#)

568.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

569.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[leaf1415's solution](#)

570.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,706 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math
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571.

1837B

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

Quality: 50,112 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[leaf1415's solution](#)

572.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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573.

1823B

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Quality: 18,122 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[leaf1415's solution](#)

574.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
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575.

1794B

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Quality: 39,882 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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576.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy
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577.

1777B

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578.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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579.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[leaf1415's solution](#)

580.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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581.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings
[leaf1415's solution](#)

582.

1764B

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Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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583.

1758B

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Quality: 23,893 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
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584.

1747B

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Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[leaf1415's solution](#)

585.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,265 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
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586.

1749B

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Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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587.

1737A

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Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
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588.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[leaf1415's solution](#)

589.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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590.

1726A

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Quality: 36,562 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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591.

1720A

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Quality: 24,365 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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592.

1714A

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Quality: 32,899 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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593.

1709B

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Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation
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594.

1705B

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Quality: 25,452 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[leaf1415's solution](#)

595.

1699B

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Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices
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596.

1696B

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Quality: 36,333 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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597.

1697B

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Quality: 30,905 global accepts · Rating: 900 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[leaf1415's solution](#)

598.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[leaf1415's solution](#)

599.

1675B

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

Quality: 43,301 global accepts · Rating: 900 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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600.

1679A

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Quality: 40,179 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[leaf1415's solution](#)

601.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,904 global accepts · Rating: 900 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
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602.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,997 global accepts · Rating: 900 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

603.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[leaf1415's solution](#)

604.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[leaf1415's solution](#)

605.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,976 global accepts · Rating: 900 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

606.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

607.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[leaf1415's solution](#)

608.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

609.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

610.

580A

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

Quality: 104,701 global accepts · Rating: 900 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[leaf1415's solution](#)

611.

1588A

[Two Arrays](#) · [Tutorial](#)

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

[leaf1415's solution](#)

612.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,220 global accepts · Rating: 900 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

613.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

614.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,488 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings

[leaf1415's solution](#)

615.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,369 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[leaf1415's solution](#)

616.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,654 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[leaf1415's solution](#)

617.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

618.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,832 global accepts · Rating: 900 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

619.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,678 global accepts · Rating: 900 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

620.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

621.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[leaf1415's solution](#)

622.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,593 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[leaf1415's solution](#)

623.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[leaf1415's solution](#)

624.

631A

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625.

653A

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626.

1543B

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627.

1543A

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628.

670A

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629.

1537B

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630.

1535B

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631.

706A

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632.

1525B

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633.

746B

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634.

747B

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635.

765A

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636.

1505A

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637.

768A

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638.

776A

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639.

1494A

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640.

1486A

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641.

808A

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642.

814A

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[leaf1415's solution](#)

643.

1475B

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644.

1475A

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Quality: 86,833 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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645.

839A

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Quality: 14,928 global accepts · Rating: 900 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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646.

1467A

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647.

868A

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648.

863A

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Quality: 10,932 global accepts · Rating: 900 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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649.

1462C

[Unique Number](#) · [Tutorial](#)

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[leaf1415's solution](#)

650.

893A

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Quality: 11,055 global accepts · Rating: 900 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leaf1415's solution](#)

651.

914A

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[leaf1415's solution](#)

652.

916A

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Quality: 9,556 global accepts · Rating: 900 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[leaf1415's solution](#)

653.

1451B

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654.

1004A

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655.

1025A

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656.

1436B

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

[leaf1415's solution](#)

657.

1433C

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658.

1430A

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659.

1427A

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660.

1426B

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661.

1420A

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Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
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662.

1419A

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663.

1406A

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664.

1401A

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665.

1380A

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666.

1093B

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Quality: 17,704 global accepts · Rating: 900 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
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667.

1374B

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668.

1373B

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669.

1354A

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670.

1343A

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[leaf1415's solution](#)

671.

1335B

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[leaf1415's solution](#)

672.

1326B

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Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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673.

1324A

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[leaf1415's solution](#)

674.

1313A

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Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[leaf1415's solution](#)

675.

1296B

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Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: math
[leaf1415's solution](#)

676.

1295A

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Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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677.

1282A

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Quality: 15,501 global accepts · Rating: 900 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[leaf1415's solution](#)

678.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: math

[leaf1415's solution](#)

679.

1279A

[New Year Garland](#) · [Tutorial](#)

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[leaf1415's solution](#)

680.

1272A

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Quality: 22,074 global accepts · Rating: 900 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, sortings

[leaf1415's solution](#)

681.

1238A

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Quality: 28,064 global accepts · Rating: 900 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: math, number theory

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682.

1216B

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[leaf1415's solution](#)

683.

1213A

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684.

1208A

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685.

1204B

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686.

1201A

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687.

1197A

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688.

1187A

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689.

1183B

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690.

1175A

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691.

1166A

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692.

1163A

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[leaf1415's solution](#)

693.

1144B

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694.

1141B

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Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: implementation

[leaf1415's solution](#)

695.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · last AC: 2019-03-05 · GNU C++11 (first AC) · Tags: greedy, sortings

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696.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

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697.

1106C

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Quality: 15,912 global accepts · Rating: 900 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

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698.

1107A

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Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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699.

1095B

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Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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700.

1080B

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Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math

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701.

1055A

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[leaf1415's solution](#)

702.

1016A

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[leaf1415's solution](#)

703.

1005B

[Delete from the Left](#) · [Tutorial](#)

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[leaf1415's solution](#)

704.

991B

[Getting an A](#) · [Tutorial](#)

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[leaf1415's solution](#)

705.

999B

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Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[leaf1415's solution](#)

706.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

707.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,329 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[leaf1415's solution](#)

708.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: implementation, math

[leaf1415's solution](#)

709.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,788 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

710.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

711.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: implementation

[leaf1415's solution](#)

712.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: implementation

[leaf1415's solution](#)

713.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 900 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

714.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[leaf1415's solution](#)

715.

913A

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

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math

[leaf1415's solution](#)

716.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

717.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,815 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

718.

2147B

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

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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719.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[leaf1415's solution](#)

720.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,822 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[leaf1415's solution](#)

721.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[leaf1415's solution](#)

722.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

723.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

724.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[leaf1415's solution](#)

725.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[leaf1415's solution](#)

726.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[leaf1415's solution](#)

727.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[leaf1415's solution](#)

728.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

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729.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[leaf1415's solution](#)

730.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[leaf1415's solution](#)

731.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

732.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[leaf1415's solution](#)

733.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,913 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[leaf1415's solution](#)

734.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,268 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[leaf1415's solution](#)

735.

1876A

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

Quality: 34,928 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

736.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[leaf1415's solution](#)

737.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,382 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[leaf1415's solution](#)

738.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

739.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[leaf1415's solution](#)

740.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

741.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,585 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[leaf1415's solution](#)

742.

1837C

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

Quality: 24,577 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

743.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

744.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[leaf1415's solution](#)

745.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

746.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,985 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[leaf1415's solution](#)

747.

1800B

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

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[leaf1415's solution](#)

748.

1796B

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

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

[leaf1415's solution](#)

749.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

750.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[leaf1415's solution](#)

751.

1782B

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

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

[leaf1415's solution](#)

752.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

753.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

754.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy,

implementation

[leaf1415's solution](#)

755.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[leaf1415's solution](#)

756.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,104 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[leaf1415's solution](#)

757.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

758.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,612 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

759.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[leaf1415's solution](#)

760.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,925 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[leaf1415's solution](#)

761.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[leaf1415's solution](#)

762.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[leaf1415's solution](#)

763.

1690D

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

Quality: 47,042 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[leaf1415's solution](#)

764.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,319 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[leaf1415's solution](#)

765.

1674C

[Infinite Replacement](#) · [Tutorial](#)

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, strings

[leaf1415's solution](#)

766.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,739 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[leaf1415's solution](#)

767.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,963 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leaf1415's solution](#)

768.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

769.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[leaf1415's solution](#)

770.

1632B

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

Quality: 31,541 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[leaf1415's solution](#)

771.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[leaf1415's solution](#)

772.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,478 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[leaf1415's solution](#)

773.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[leaf1415's solution](#)

774.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,038 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[leaf1415's solution](#)

775.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[leaf1415's solution](#)

776.

584A

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

Quality: 52,613 global accepts · Rating: 1000 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: math
[leaf1415's solution](#)

777.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[leaf1415's solution](#)

778.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings
[leaf1415's solution](#)

779.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[leaf1415's solution](#)

780.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[leaf1415's solution](#)

781.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,558 global accepts · Rating: 1000 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[leaf1415's solution](#)

782.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[leaf1415's solution](#)

783.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,203 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[leaf1415's solution](#)

784.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

785.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[leaf1415's solution](#)

786.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[leaf1415's solution](#)

787.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,942 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[leaf1415's solution](#)

788.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[leaf1415's solution](#)

789.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[leaf1415's solution](#)

790.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[leaf1415's solution](#)

791.

1550B

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

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[leaf1415's solution](#)

792.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[leaf1415's solution](#)

793.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1000 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[leaf1415's solution](#)

794.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

795.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

796.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math
[leaf1415's solution](#)

797.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

798.

724A

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

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

799.

727A

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

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, math
[leaf1415's solution](#)

800.

1521A

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

Quality: 42,046 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[leaf1415's solution](#)

801.

732B

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

Quality: 25,775 global accepts · Rating: 1000 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[leaf1415's solution](#)

802.

1520C

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

Quality: 34,543 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[leaf1415's solution](#)

803.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

804.

1515B

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

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory
[leaf1415's solution](#)

805.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

806.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[leaf1415's solution](#)

807.

766B

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

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[leaf1415's solution](#)

808.

766A

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

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[leaf1415's solution](#)

809.

1506C

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

Quality: 35,638 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[leaf1415's solution](#)

810.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[leaf1415's solution](#)

811.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[leaf1415's solution](#)

812.

798A

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

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[leaf1415's solution](#)

813.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

814.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[leaf1415's solution](#)

815.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,147 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[leaf1415's solution](#)

816.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,886 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[leaf1415's solution](#)

817.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[leaf1415's solution](#)

818.

1474B

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

Quality: 40,339 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[leaf1415's solution](#)

819.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[leaf1415's solution](#)

820.

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

821.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,061 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[leaf1415's solution](#)

822.

1469A

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

Quality: 30,034 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

823.

864B

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

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[leaf1415's solution](#)

824.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[leaf1415's solution](#)

825.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leaf1415's solution](#)

826.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[leaf1415's solution](#)

827.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

828.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[leaf1415's solution](#)

829.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[leaf1415's solution](#)

830.

1438B

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

Quality: 29,075 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[leaf1415's solution](#)

831.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[leaf1415's solution](#)

832.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[leaf1415's solution](#)

833.

1430C

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

Quality: 28,237 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
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834.

1419D1

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

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
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835.

1418A

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Quality: 33,853 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math
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836.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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837.

1374C

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Quality: 63,936 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
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838.

1373A

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Quality: 29,481 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
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839.

1359B

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Quality: 29,385 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
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840.

1359A

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Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
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841.

1358B

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842.

1353C

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Quality: 38,848 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math
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843.

1342A

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Quality: 46,418 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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844.

1181A

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845.

1253A

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846.

1333A

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847.

1326A

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848.

1312B

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849.

1278A

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Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
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850.

1266B

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Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[leaf1415's solution](#)

851.

1266A

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Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math
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852.

1260A

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Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: math
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853.

1257B

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Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: math
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854.

1245A

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Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: math, number theory
[leaf1415's solution](#)

855.

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: math
[leaf1415's solution](#)

856.

1252A

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Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: —
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857.

1251A

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Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: brute force, strings, two pointers
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858.

1249B1

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

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dsu, math
[leaf1415's solution](#)

859.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: implementation, math
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860.

1244B

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

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, implementation
[leaf1415's solution](#)

861.

1234B1

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Quality: 19,768 global accepts · Rating: 1000 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: implementation
[leaf1415's solution](#)

862.

1215A

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Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[leaf1415's solution](#)

863.

1221A

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Quality: 18,164 global accepts · Rating: 1000 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: brute force, greedy, math
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864.

1204A

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Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: math
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865.

1203A

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Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation
[leaf1415's solution](#)

866.

1197B

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Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation
[leaf1415's solution](#)

867.

1195B

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Quality: 21,959 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math
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868.

1195A

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Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: greedy, math
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869.

1182A

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Quality: 35,578 global accepts · Rating: 1000 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math
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870.

1174A

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

Quality: 19,212 global accepts · Rating: 1000 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[leaf1415's solution](#)

871.

1165B

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Quality: 24,287 global accepts · Rating: 1000 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[leaf1415's solution](#)

872.

1155A

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Quality: 25,977 global accepts · Rating: 1000 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: implementation, sortings, strings
[leaf1415's solution](#)

873.

1151A

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Quality: 11,858 global accepts · Rating: 1000 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: brute force, strings
[leaf1415's solution](#)

874.

1153A

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Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: brute force, math
[leaf1415's solution](#)

875.

1144C

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Quality: 16,364 global accepts · Rating: 1000 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
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876.

1140A

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Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation
[leaf1415's solution](#)

877.

1139B

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Quality: 19,393 global accepts · Rating: 1000 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: greedy, implementation
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878.

1141A

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879.

1136B

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Quality: 12,274 global accepts · Rating: 1000 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math
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880.

1133A

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Quality: 19,706 global accepts · Rating: 1000 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: implementation
[leaf1415's solution](#)

881.

1117B

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Quality: 15,737 global accepts · Rating: 1000 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[leaf1415's solution](#)

882.

1111A

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Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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883.

1107B

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Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[leaf1415's solution](#)

884.

1100A

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Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[leaf1415's solution](#)

885.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math
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886.

1084A

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

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[leaf1415's solution](#)

887.

1088B

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Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[leaf1415's solution](#)

888.

1073B

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Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[leaf1415's solution](#)

889.

1073A

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Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[leaf1415's solution](#)

890.

1033A

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891.

1059A

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Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[leaf1415's solution](#)

892.

1051B

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Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[leaf1415's solution](#)

893.

1036A

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Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[leaf1415's solution](#)

894.

1023B

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Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math
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895.

991A

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Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[leaf1415's solution](#)

896.

990A

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Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[leaf1415's solution](#)

897.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings
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898.

979A

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Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: math
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899.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers
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900.

920A

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Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[leaf1415's solution](#)

901.

909A

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Quality: 10,365 global accepts · Rating: 1000 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
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902.

2211B

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Quality: 11,643 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
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903.

2138A

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Quality: 17,000 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[leaf1415's solution](#)

904.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,421 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

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905.

2122B

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Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

906.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[leaf1415's solution](#)

907.

2111B

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Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[leaf1415's solution](#)

908.

2103B

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

Quality: 17,707 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

909.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

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910.

2086B

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Quality: 18,994 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[leaf1415's solution](#)

911.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[leaf1415's solution](#)

912.

2070B

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Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

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913.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

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914.

2063B

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Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[leaf1415's solution](#)

915.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[leaf1415's solution](#)

916.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[leaf1415's solution](#)

917.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[leaf1415's solution](#)

918.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leaf1415's solution](#)

919.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[leaf1415's solution](#)

920.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[leaf1415's solution](#)

921.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

922.

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[leaf1415's solution](#)

923.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[leaf1415's solution](#)

924.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[leaf1415's solution](#)

925.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

926.

1976B

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

Quality: 25,081 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

927.

1957B

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

Quality: 20,418 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[leaf1415's solution](#)

928.

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

[leaf1415's solution](#)

929.

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

[leaf1415's solution](#)

930.

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

[leaf1415's solution](#)

931.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[leaf1415's solution](#)

932.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,360 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[leaf1415's solution](#)

933.

1905B

[Begginner's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[leaf1415's solution](#)

934.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[leaf1415's solution](#)

935.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,875 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[leaf1415's solution](#)

936.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,367 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[leaf1415's solution](#)

937.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,023 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[leaf1415's solution](#)

938.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

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939.

1867B

[XOR Palindromes](#) · [Tutorial](#)

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

[leaf1415's solution](#)

940.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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941.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[leaf1415's solution](#)

942.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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943.

1862C

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Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[leaf1415's solution](#)

944.

1842B

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

Quality: 25,542 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
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945.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,725 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math
[leaf1415's solution](#)

946.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[leaf1415's solution](#)

947.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,814 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
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948.

1832B

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Quality: 35,502 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers
[leaf1415's solution](#)

949.

1826B

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

Quality: 28,173 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[leaf1415's solution](#)

950.

1821B

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

Quality: 28,337 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[leaf1415's solution](#)

951.

1797B

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

Quality: 24,619 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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952.

1811C

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

Quality: 22,230 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

953.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,115 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[leaf1415's solution](#)

954.

1788B

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

Quality: 22,358 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[leaf1415's solution](#)

955.

1787B

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

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

[leaf1415's solution](#)

956.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,978 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[leaf1415's solution](#)

957.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,321 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

958.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

959.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[leaf1415's solution](#)

960.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, shortest paths

[leaf1415's solution](#)

961.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[leaf1415's solution](#)

962.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, two pointers

[leaf1415's solution](#)

963.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

964.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,642 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[leaf1415's solution](#)

965.

1726B

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

Quality: 16,854 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[leaf1415's solution](#)

966.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

967.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,268 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

968.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[leaf1415's solution](#)

969.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[leaf1415's solution](#)

970.

1700B

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

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[leaf1415's solution](#)

971.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[leaf1415's solution](#)

972.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,412 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[leaf1415's solution](#)

973.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

974.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[leaf1415's solution](#)

975.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,779 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[leaf1415's solution](#)

976.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[leaf1415's solution](#)

977.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[leaf1415's solution](#)

978.

1638B

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Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings

[leaf1415's solution](#)

979.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[leaf1415's solution](#)

980.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[leaf1415's solution](#)

981.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[leaf1415's solution](#)

982.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,859 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[leaf1415's solution](#)

983.

1616B

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Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

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984.

1623B

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Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[leaf1415's solution](#)

985.

557A

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Quality: 8,507 global accepts · Rating: 1100 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[leaf1415's solution](#)

986.

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings
[leaf1415's solution](#)

987.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,407 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: math
[leaf1415's solution](#)

988.

570A

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Quality: 14,332 global accepts · Rating: 1100 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

989.

1609B

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Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[leaf1415's solution](#)

990.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
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991.

581B

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Quality: 13,647 global accepts · Rating: 1100 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[leaf1415's solution](#)

992.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: math
[leaf1415's solution](#)

993.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[leaf1415's solution](#)

994.

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation
[leaf1415's solution](#)

995.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
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996.

1593D1

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Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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997.

609B

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Quality: 10,090 global accepts · Rating: 1100 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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998.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,139 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

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999.

1579B

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Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

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1000.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[leaf1415's solution](#)

1001.

618B

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Quality: 8,324 global accepts · Rating: 1100 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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1002.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

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1003.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force

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1004.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

1005.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[leaf1415's solution](#)

1006.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

1007.

1534B

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

[leaf1415's solution](#)

1008.

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[leaf1415's solution](#)**1009.**

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[leaf1415's solution](#)**1010.**

706B

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Quality: 84,474 global accepts · Rating: 1100 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation

[leaf1415's solution](#)**1011.**

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[leaf1415's solution](#)**1012.**

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings, strings

[leaf1415's solution](#)**1013.**

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: expression parsing, implementation, strings

[leaf1415's solution](#)**1014.**

731B

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Quality: 8,344 global accepts · Rating: 1100 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)**1015.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)**1016.**

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)**1017.**

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,811 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees

[leaf1415's solution](#)

1018.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[leaf1415's solution](#)

1019.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[leaf1415's solution](#)

1020.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, number theory

[leaf1415's solution](#)

1021.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[leaf1415's solution](#)

1022.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,152 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

1023.

785B

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

Quality: 10,634 global accepts · Rating: 1100 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

1024.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[leaf1415's solution](#)

1025.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,888 global accepts · Rating: 1100 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[leaf1415's solution](#)

1026.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,413 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[leaf1415's solution](#)

1027.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,447 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

1028.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[leaf1415's solution](#)

1029.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,908 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[leaf1415's solution](#)

1030.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

1031.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

1032.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[leaf1415's solution](#)

1033.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[leaf1415's solution](#)

1034.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[leaf1415's solution](#)

1035.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,345 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[leaf1415's solution](#)

1036.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

1037.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

1038.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[leaf1415's solution](#)

1039.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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1040.

884B

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Quality: 7,564 global accepts · Rating: 1100 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leaf1415's solution](#)

1041.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

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1042.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,445 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[leaf1415's solution](#)

1043.

988B

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Quality: 20,289 global accepts · Rating: 1100 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[leaf1415's solution](#)

1044.

1060B

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Quality: 9,498 global accepts · Rating: 1100 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[leaf1415's solution](#)

1045.

1421B

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

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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1046.

1428C

[ABBB](#) · [Tutorial](#)

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

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1047.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

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1048.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

1049.

1409B

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Quality: 30,925 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[leaf1415's solution](#)

1050.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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1051.

1375A

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Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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1052.

1370B

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1053.

1366A

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1054.

1365A

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Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

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1055.

1360C

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1056.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

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1057.

1335C

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Quality: 38,968 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[leaf1415's solution](#)

1058.

1334B

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Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

1059.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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1060.

1332A

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Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
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1061.

1327A

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

Quality: 45,735 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math
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1062.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
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1063.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[leaf1415's solution](#)

1064.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[leaf1415's solution](#)

1065.

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[leaf1415's solution](#)

1066.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search
[leaf1415's solution](#)

1067.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: math
[leaf1415's solution](#)

1068.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

1069.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: brute force, math
[leaf1415's solution](#)

1070.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,557 global accepts · Rating: 1100 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: data structures, implementation
[leaf1415's solution](#)

1071.

1202A

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

Quality: 10,723 global accepts · Rating: 1100 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: bitmasks, greedy
[leaf1415's solution](#)

1072.

1176B

[Merge it! · Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: math
[leaf1415's solution](#)

1073.

1166B

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Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[leaf1415's solution](#)

1074.

1165A

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Quality: 14,691 global accepts · Rating: 1100 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: implementation, math
[leaf1415's solution](#)

1075.

1157A

[Reachable Numbers · Tutorial](#)

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: implementation
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1076.

1119A

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

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[leaf1415's solution](#)

1077.

1132A

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Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: greedy, implementation
[leaf1415's solution](#)

1078.

1117A

[Best Subsegment · Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: implementation, math
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1079.

1108B

[Divisors of Two Integers · Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[leaf1415's solution](#)

1080.

1105B

[Zuhair and Strings · Tutorial](#)

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[leaf1415's solution](#)

1081.

1105A

[Salem and Sticks · Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

1082.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[leaf1415's solution](#)

1083.

1033B

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[leaf1415's solution](#)

1084.

1042A

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Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[leaf1415's solution](#)

1085.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

1086.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[leaf1415's solution](#)

1087.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[leaf1415's solution](#)

1088.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

1089.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: implementation

[leaf1415's solution](#)

1090.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: greedy, math

[leaf1415's solution](#)

1091.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: math, number theory

[leaf1415's solution](#)

1092.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[leaf1415's solution](#)

1093.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,609 global accepts · Rating: 1100 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[leaf1415's solution](#)

1094.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: implementation

[leaf1415's solution](#)

1095.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

1096.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,139 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[leaf1415's solution](#)

1097.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,703 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

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1098.

2135A

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

Quality: 18,352 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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1099.

2134C

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Quality: 18,684 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

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1100.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,876 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[leaf1415's solution](#)

1101.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

1102.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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1103.

2085B

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

Quality: 17,101 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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1104.

2062C

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1105.

2053B

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Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[leaf1415's solution](#)

1106.

2048C

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

Quality: 15,145 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[leaf1415's solution](#)

1107.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

1108.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[leaf1415's solution](#)

1109.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

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1110.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,671 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[leaf1415's solution](#)

1111.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[leaf1415's solution](#)

1112.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,869 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

1113.

1983B

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Quality: 18,413 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leaf1415's solution](#)

1114.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,765 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

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1115.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

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1116.

1982C

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Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[leaf1415's solution](#)

1117.

1982B

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

Quality: 19,757 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[leaf1415's solution](#)

1118.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[leaf1415's solution](#)

1119.

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

[leaf1415's solution](#)

1120.

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[leaf1415's solution](#)

1121.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[leaf1415's solution](#)

1122.

1916C

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

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

[leaf1415's solution](#)

1123.

1909B

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

Quality: 30,972 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[leaf1415's solution](#)**1124.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,836 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[leaf1415's solution](#)**1125.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[leaf1415's solution](#)**1126.**

1874A

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

Quality: 19,388 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[leaf1415's solution](#)**1127.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

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

[leaf1415's solution](#)**1128.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[leaf1415's solution](#)**1129.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,412 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[leaf1415's solution](#)**1130.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[leaf1415's solution](#)**1131.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)**1132.**

1826A

[Trust Nobody](#) · [Tutorial](#)

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

[leaf1415's solution](#)

1133.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[leaf1415's solution](#)

1134.

1808B

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

Quality: 29,673 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[leaf1415's solution](#)

1135.

1800D

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

Quality: 29,350 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings
[leaf1415's solution](#)

1136.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[leaf1415's solution](#)

1137.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[leaf1415's solution](#)

1138.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings
[leaf1415's solution](#)

1139.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,537 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: games
[leaf1415's solution](#)

1140.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,524 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[leaf1415's solution](#)

1141.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[leaf1415's solution](#)

1142.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[leaf1415's solution](#)

1143.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,938 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[leaf1415's solution](#)

1144.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,638 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

1145.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[leaf1415's solution](#)

1146.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

1147.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[leaf1415's solution](#)

1148.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,799 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[leaf1415's solution](#)

1149.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[leaf1415's solution](#)

1150.

1679B

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

Quality: 27,437 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[leaf1415's solution](#)

1151.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[leaf1415's solution](#)

1152.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,391 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[leaf1415's solution](#)

1153.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[leaf1415's solution](#)

1154.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[leaf1415's solution](#)

1155.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[leaf1415's solution](#)

1156.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, sortings
[leaf1415's solution](#)

1157.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[leaf1415's solution](#)

1158.

1635C

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

Quality: 25,140 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

1159.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[leaf1415's solution](#)

1160.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[leaf1415's solution](#)

1161.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

1162.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

1163.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

1164.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,719 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[leaf1415's solution](#)

1165.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

1166.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

1167.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,656 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[leaf1415's solution](#)

1168.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[leaf1415's solution](#)

1169.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[leaf1415's solution](#)

1170.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,348 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[leaf1415's solution](#)

1171.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

1172.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[leaf1415's solution](#)

1173.

625B

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

Quality: 11,452 global accepts · Rating: 1200 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[leaf1415's solution](#)

1174.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,816 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[leaf1415's solution](#)

1175.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[leaf1415's solution](#)

1176.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[leaf1415's solution](#)

1177.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

1178.

1530C

[Pursuit](#) · [Tutorial](#)

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

[leaf1415's solution](#)

1179.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

1180.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[leaf1415's solution](#)

1181.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,466 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

1182.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,284 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leaf1415's solution](#)

1183.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[leaf1415's solution](#)

1184.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,030 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[leaf1415's solution](#)

1185.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[leaf1415's solution](#)

1186.

1527B1

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

Quality: 34,407 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[leaf1415's solution](#)

1187.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

1188.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[leaf1415's solution](#)

1189.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,493 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[leaf1415's solution](#)

1190.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[leaf1415's solution](#)

1191.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[leaf1415's solution](#)

1192.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[leaf1415's solution](#)

1193.

1514B

[AND 0. Sum Big](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[leaf1415's solution](#)

1194.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[leaf1415's solution](#)

1195.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[leaf1415's solution](#)

1196.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[leaf1415's solution](#)

1197.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[leaf1415's solution](#)

1198.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

1199.

776B

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

Quality: 25,732 global accepts · Rating: 1200 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[leaf1415's solution](#)

1200.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

1201.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,361 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

1202.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[leaf1415's solution](#)

1203.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[leaf1415's solution](#)

1204.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[leaf1415's solution](#)

1205.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[leaf1415's solution](#)

1206.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,698 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[leaf1415's solution](#)

1207.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[leaf1415's solution](#)

1208.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[leaf1415's solution](#)

1209.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[leaf1415's solution](#)

1210.

812A

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

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leaf1415's solution](#)

1211.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[leaf1415's solution](#)

1212.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

[leaf1415's solution](#)

1213.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[leaf1415's solution](#)

1214.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[leaf1415's solution](#)

1215.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

1216.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[leaf1415's solution](#)

1217.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1200 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[leaf1415's solution](#)

1218.

914B

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

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[leaf1415's solution](#)

1219.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[leaf1415's solution](#)

1220.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[leaf1415's solution](#)

1221.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, implementation
[leaf1415's solution](#)

1222.

1076B

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

Quality: 14,590 global accepts · Rating: 1200 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[leaf1415's solution](#)

1223.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[leaf1415's solution](#)

1224.

1437B

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

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

1225.

1433D

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

Quality: 30,583 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar
[leaf1415's solution](#)

1226.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[leaf1415's solution](#)

1227.

1420B

[Rock and Lever](#) · [Tutorial](#)

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

[leaf1415's solution](#)

1228.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[leaf1415's solution](#)

1229.

1406B

[Maximum Product](#) · [Tutorial](#)

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

[leaf1415's solution](#)

1230.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[leaf1415's solution](#)

1231.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

1232.

1399C

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

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[leaf1415's solution](#)

1233.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,922 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[leaf1415's solution](#)

1234.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[leaf1415's solution](#)

1235.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

1236.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[leaf1415's solution](#)

1237.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[leaf1415's solution](#)

1238.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,399 global accepts · Rating: 1200 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[leaf1415's solution](#)

1239.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,289 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers
[leaf1415's solution](#)

1240.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[leaf1415's solution](#)

1241.

1355A

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

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[leaf1415's solution](#)

1242.

1352C

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

Quality: 69,779 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[leaf1415's solution](#)

1243.

1352B

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

Quality: 44,826 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[leaf1415's solution](#)

1244.

1343C

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

Quality: 44,078 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[leaf1415's solution](#)

1245.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[leaf1415's solution](#)

1246.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[leaf1415's solution](#)

1247.

1327B

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

Quality: 19,495 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy
[leaf1415's solution](#)

1248.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[leaf1415's solution](#)

1249.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, sortings

[leaf1415's solution](#)

1250.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[leaf1415's solution](#)

1251.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

1252.

1272C

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

Quality: 30,742 global accepts · Rating: 1200 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[leaf1415's solution](#)

1253.

1272B

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

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[leaf1415's solution](#)

1254.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[leaf1415's solution](#)

1255.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[leaf1415's solution](#)

1256.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: binary search, math

[leaf1415's solution](#)

1257.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: data structures, greedy

[leaf1415's solution](#)

1258.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: math

[leaf1415's solution](#)

1259.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[leaf1415's solution](#)

1260.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: dp, greedy

[leaf1415's solution](#)

1261.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

1262.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, math

[leaf1415's solution](#)

1263.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

1264.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

1265.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

1266.

1174B

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

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: sortings

[leaf1415's solution](#)

1267.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[leaf1415's solution](#)

1268.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[leaf1415's solution](#)

1269.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: math

[leaf1415's solution](#)

1270.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

1271.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: dp, greedy, math

[leaf1415's solution](#)

1272.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

1273.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,130 global accepts · Rating: 1200 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: sortings, two pointers

[leaf1415's solution](#)

1274.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,376 global accepts · Rating: 1200 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: math, number theory

[leaf1415's solution](#)

1275.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[leaf1415's solution](#)

1276.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: implementation

[leaf1415's solution](#)

1277.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[leaf1415's solution](#)

1278.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: games

[leaf1415's solution](#)

1279.

1097B

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

Quality: 35,963 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[leaf1415's solution](#)

1280.

1091B

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

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

[leaf1415's solution](#)

1281.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

1282.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

1283.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[leaf1415's solution](#)

1284.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[leaf1415's solution](#)

1285.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[leaf1415's solution](#)

1286.

1029B

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

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[leaf1415's solution](#)

1287.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

1288.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[leaf1415's solution](#)

1289.

1023A

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

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

[leaf1415's solution](#)

1290.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

1291.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[leaf1415's solution](#)

1292.

1006C

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

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[leaf1415's solution](#)

1293.

1006B

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

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[leaf1415's solution](#)

1294.

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

1295.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,991 global accepts · Rating: 1200 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[leaf1415's solution](#)

1296.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[leaf1415's solution](#)

1297.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

1298.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[leaf1415's solution](#)

1299.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[leaf1415's solution](#)

1300.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,336 global accepts · Rating: 1200 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: sortings

[leaf1415's solution](#)

1301.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: implementation

[leaf1415's solution](#)

1302.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,347 global accepts · Rating: 1200 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two

pointers

[leaf1415's solution](#)

1303.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

1304.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

1305.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation

[leaf1415's solution](#)

1306.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[leaf1415's solution](#)

1307.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

1308.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[leaf1415's solution](#)

1309.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy

[leaf1415's solution](#)

1310.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy

[leaf1415's solution](#)

1311.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

1312.

2211C1

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

Quality: 9,117 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[leaf1415's solution](#)

1313.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

1314.

2152B

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

Quality: 12,857 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
[leaf1415's solution](#)

1315.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,702 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation
[leaf1415's solution](#)

1316.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[leaf1415's solution](#)

1317.

2129A

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

Quality: 16,652 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[leaf1415's solution](#)

1318.

2124C

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

Quality: 14,607 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[leaf1415's solution](#)

1319.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[leaf1415's solution](#)

1320.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
[leaf1415's solution](#)

1321.

2086C

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

Quality: 16,128 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
[leaf1415's solution](#)

1322.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

1323.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[leaf1415's solution](#)

1324.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[leaf1415's solution](#)

1325.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[leaf1415's solution](#)

1326.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[leaf1415's solution](#)

1327.

2023A

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

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[leaf1415's solution](#)

1328.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

1329.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[leaf1415's solution](#)

1330.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[leaf1415's solution](#)

1331.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[leaf1415's solution](#)

1332.

1973B

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

Quality: 16,829 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[leaf1415's solution](#)

1333.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[leaf1415's solution](#)

1334.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[leaf1415's solution](#)

1335.

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
[leaf1415's solution](#)

1336.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[leaf1415's solution](#)

1337.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[leaf1415's solution](#)

1338.

1902C

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

Quality: 16,978 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[leaf1415's solution](#)

1339.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[leaf1415's solution](#)

1340.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
[leaf1415's solution](#)

1341.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[leaf1415's solution](#)

1342.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy
[leaf1415's solution](#)

1343.

1870C

[Colorful Table](#) · [Tutorial](#)

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

[leaf1415's solution](#)

1344.

1867C

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

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

[leaf1415's solution](#)

1345.

1868A

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

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

[leaf1415's solution](#)

1346.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[leaf1415's solution](#)

1347.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[leaf1415's solution](#)

1348.

1844C

[Particles](#) · [Tutorial](#)

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

[leaf1415's solution](#)

1349.

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[leaf1415's solution](#)

1350.

1826C

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

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

[leaf1415's solution](#)

1351.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

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1352.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[leaf1415's solution](#)

1353.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[leaf1415's solution](#)

1354.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[leaf1415's solution](#)

1355.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[leaf1415's solution](#)

1356.

1794C

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

Quality: 22,086 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[leaf1415's solution](#)

1357.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[leaf1415's solution](#)

1358.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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1359.

1775B

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

Quality: 20,739 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[leaf1415's solution](#)

1360.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[leaf1415's solution](#)

1361.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[leaf1415's solution](#)

1362.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[leaf1415's solution](#)

1363.

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[leaf1415's solution](#)

1364.

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[leaf1415's solution](#)

1365.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[leaf1415's solution](#)

1366.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, schedules, two pointers
[leaf1415's solution](#)

1367.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math
[leaf1415's solution](#)

1368.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[leaf1415's solution](#)

1369.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[leaf1415's solution](#)

1370.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[leaf1415's solution](#)

1371.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[leaf1415's solution](#)

1372.

1693A

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

Quality: 17,439 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[leaf1415's solution](#)

1373.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, trees
[leaf1415's solution](#)

1374.

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[leaf1415's solution](#)

1375.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[leaf1415's solution](#)

1376.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,688 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[leaf1415's solution](#)

1377.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees
[leaf1415's solution](#)

1378.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

1379.

1650D

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

Quality: 14,711 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[leaf1415's solution](#)

1380.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math
[leaf1415's solution](#)

1381.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[leaf1415's solution](#)

1382.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[leaf1415's solution](#)

1383.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[leaf1415's solution](#)

1384.

558B

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

Quality: 8,361 global accepts · Rating: 1300 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

1385.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[leaf1415's solution](#)

1386.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

1387.

567B

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

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

1388.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[leaf1415's solution](#)

1389.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[leaf1415's solution](#)

1390.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,810 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[leaf1415's solution](#)

1391.

598B

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

Quality: 12,206 global accepts · Rating: 1300 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

1392.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[leaf1415's solution](#)

1393.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[leaf1415's solution](#)

1394.

1601A

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

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[leaf1415's solution](#)

1395.

600B

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

Quality: 39,176 global accepts · Rating: 1300 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[leaf1415's solution](#)

1396.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[leaf1415's solution](#)

1397.

612A

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

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[leaf1415's solution](#)

1398.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

1399.

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[leaf1415's solution](#)

1400.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[leaf1415's solution](#)

1401.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[leaf1415's solution](#)

1402.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation

[leaf1415's solution](#)

1403.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

1404.

628C

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

Quality: 6,523 global accepts · Rating: 1300 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[leaf1415's solution](#)

1405.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[leaf1415's solution](#)

1406.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

1407.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

1408.

1558A

[Charmed by the Game](#) · [Tutorial](#)

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

[leaf1415's solution](#)

1409.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[leaf1415's solution](#)

1410.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[leaf1415's solution](#)

1411.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,086 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[leaf1415's solution](#)

1412.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[leaf1415's solution](#)

1413.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, strings

[leaf1415's solution](#)

1414.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[leaf1415's solution](#)

1415.

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[leaf1415's solution](#)

1416.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,245 global accepts · Rating: 1300 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
[leaf1415's solution](#)

1417.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[leaf1415's solution](#)

1418.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[leaf1415's solution](#)

1419.

1534C

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

Quality: 13,819 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[leaf1415's solution](#)

1420.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers
[leaf1415's solution](#)

1421.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs
[leaf1415's solution](#)

1422.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[leaf1415's solution](#)

1423.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[leaf1415's solution](#)

1424.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

1425.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[leaf1415's solution](#)

1426.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[leaf1415's solution](#)

1427.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,350 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[leaf1415's solution](#)

1428.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings
[leaf1415's solution](#)

1429.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[leaf1415's solution](#)

1430.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

1431.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

1432.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, strings
[leaf1415's solution](#)

1433.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,879 global accepts · Rating: 1300 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math
[leaf1415's solution](#)

1434.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[leaf1415's solution](#)

1435.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[leaf1415's solution](#)

1436.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy,

math

[leaf1415's solution](#)

1437.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[leaf1415's solution](#)

1438.

1470A

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

Quality: 29,392 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[leaf1415's solution](#)

1439.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,653 global accepts · Rating: 1300 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[leaf1415's solution](#)

1440.

1466C

[Canine poetry](#) · [Tutorial](#)

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

[leaf1415's solution](#)

1441.

871A

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

Rating: 1300 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[leaf1415's solution](#)

1442.

889A

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

Rating: 1300 · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[leaf1415's solution](#)

1443.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

1444.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,274 global accepts · Rating: 1300 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[leaf1415's solution](#)

1445.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,046 global accepts · Rating: 1300 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[leaf1415's solution](#)

1446.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,157 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[leaf1415's solution](#)

1447.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leaf1415's solution](#)

1448.

1446A

[Knapsack](#) · [Tutorial](#)

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

[leaf1415's solution](#)

1449.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[leaf1415's solution](#)

1450.

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[leaf1415's solution](#)

1451.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leaf1415's solution](#)

1452.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[leaf1415's solution](#)

1453.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[leaf1415's solution](#)

1454.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,853 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[leaf1415's solution](#)

1455.

1422B

[Nice Matrix](#) · [Tutorial](#)

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

[leaf1415's solution](#)

1456.

1420C1

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

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

[leaf1415's solution](#)

1457.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

1458.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[leaf1415's solution](#)

1459.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[leaf1415's solution](#)

1460.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[leaf1415's solution](#)

1461.

1372B

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

Quality: 36,398 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[leaf1415's solution](#)

1462.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[leaf1415's solution](#)

1463.

1364B

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

Quality: 26,186 global accepts · Rating: 1300 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[leaf1415's solution](#)

1464.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[leaf1415's solution](#)

1465.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[leaf1415's solution](#)

1466.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

1467.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,961 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[leaf1415's solution](#)

1468.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,846 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

1469.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[leaf1415's solution](#)

1470.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,015 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[leaf1415's solution](#)

1471.

1352D

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

Quality: 29,858 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[leaf1415's solution](#)

1472.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

1473.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[leaf1415's solution](#)

1474.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[leaf1415's solution](#)

1475.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[leaf1415's solution](#)

1476.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[leaf1415's solution](#)

1477.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[leaf1415's solution](#)

1478.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[leaf1415's solution](#)

1479.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

1480.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,284 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[leaf1415's solution](#)

1481.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,836 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[leaf1415's solution](#)

1482.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[leaf1415's solution](#)

1483.

1260B

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

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

[leaf1415's solution](#)

1484.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[leaf1415's solution](#)

1485.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-22 · last AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[leaf1415's solution](#)

1486.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[leaf1415's solution](#)

1487.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,782 global accepts · Rating: 1300 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[leaf1415's solution](#)

1488.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1300 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

1489.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: data structures, implementation

[leaf1415's solution](#)

1490.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: math

[leaf1415's solution](#)

1491.

1220C

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

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: games, greedy, strings

[leaf1415's solution](#)

1492.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: math, number theory

[leaf1415's solution](#)

1493.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[leaf1415's solution](#)

1494.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: binary search, math

[leaf1415's solution](#)

1495.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,257 global accepts · Rating: 1300 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation, math

[leaf1415's solution](#)

1496.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[leaf1415's solution](#)

1497.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings

[leaf1415's solution](#)

1498.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

1499.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation

[leaf1415's solution](#)

1500.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: binary search, implementation, strings

[leaf1415's solution](#)

1501.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, strings

[leaf1415's solution](#)

1502.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[leaf1415's solution](#)

1503.

1174C

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

Quality: 12,785 global accepts · Rating: 1300 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[leaf1415's solution](#)

1504.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,400 global accepts · Rating: 1300 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: greedy

[leaf1415's solution](#)

1505.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,456 global accepts · Rating: 1300 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy

[leaf1415's solution](#)

1506.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy

[leaf1415's solution](#)

1507.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[leaf1415's solution](#)

1508.

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: math, number theory

[leaf1415's solution](#)

1509.

1119B

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

Quality: 16,370 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[leaf1415's solution](#)

1510.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[leaf1415's solution](#)

1511.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[leaf1415's solution](#)

1512.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[leaf1415's solution](#)

1513.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[leaf1415's solution](#)

1514.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[leaf1415's solution](#)

1515.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[leaf1415's solution](#)

1516.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[leaf1415's solution](#)

1517.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[leaf1415's solution](#)

1518.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

1519.

1037C

[Equalize](#) · [Tutorial](#)

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

[leaf1415's solution](#)

1520.

1037B

[Reach Median](#) · [Tutorial](#)

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

[leaf1415's solution](#)

1521.

1037A

[Packets](#) · [Tutorial](#)

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

[leaf1415's solution](#)

1522.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

1523.

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

1524.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[leaf1415's solution](#)

1525.

1005C

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

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[leaf1415's solution](#)

1526.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[leaf1415's solution](#)

1527.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation, math

[leaf1415's solution](#)

1528.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[leaf1415's solution](#)

1529.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: implementation

[leaf1415's solution](#)

1530.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[leaf1415's solution](#)

1531.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: implementation

[leaf1415's solution](#)

1532.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy, strings

[leaf1415's solution](#)

1533.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar

[leaf1415's solution](#)

1534.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: implementation

[leaf1415's solution](#)

1535.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: brute force

[leaf1415's solution](#)

1536.

919C

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

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

1537.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[leaf1415's solution](#)

1538.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1300 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, number theory

[leaf1415's solution](#)

1539.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

1540.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: math, number theory

[leaf1415's solution](#)

1541.

2190B1

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

Quality: 10,681 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[leaf1415's solution](#)

1542.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,257 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leaf1415's solution](#)

1543.

2154C1

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

Quality: 13,547 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[leaf1415's solution](#)

1544.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,227 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[leaf1415's solution](#)

1545.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[leaf1415's solution](#)

1546.

2111D

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

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1547.

2110C

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1548.

2097A

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1549.

2084C

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1550.

2066A

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1551.

2055C

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1552.

2034C

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1553.

2028B

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1554.

2032C

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1555.

2013C

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Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings
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1556.

1993C

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Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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1557.

1983C

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1558.

1989C

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Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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1559.

1967B1

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Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
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1560.

1967A

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Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
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1561.

1965A

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Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
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1562.

1951C

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Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
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1563.

1929C

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Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[leaf1415's solution](#)

1564.

1918C

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Quality: 16,669 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[leaf1415's solution](#)

1565.

1919C

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Quality: 28,588 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

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1566.

1909C

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

[leaf1415's solution](#)

1567.

1905C

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Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[leaf1415's solution](#)

1568.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

1569.

1893A

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

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

[leaf1415's solution](#)

1570.

1895C

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Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[leaf1415's solution](#)

1571.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[leaf1415's solution](#)

1572.

1863D

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

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

[leaf1415's solution](#)

1573.

1860C

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Quality: 15,565 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy
[leaf1415's solution](#)

1574.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[leaf1415's solution](#)

1575.

1844D

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

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1576.

1847C

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Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
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1577.

1845C

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Quality: 16,791 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[leaf1415's solution](#)

1578.

1840D

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Quality: 16,309 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[leaf1415's solution](#)

1579.

1830A

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Quality: 20,326 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[leaf1415's solution](#)

1580.

1837D

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Quality: 21,978 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

1581.

1833D

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Quality: 15,084 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[leaf1415's solution](#)

1582.

1824A

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Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[leaf1415's solution](#)

1583.

1805C

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Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures,

geometry, math

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1584.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[leaf1415's solution](#)

1585.

1790E

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Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[leaf1415's solution](#)

1586.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,510 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

1587.

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[leaf1415's solution](#)

1588.

1771B

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

Quality: 21,336 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[leaf1415's solution](#)

1589.

1764C

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Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[leaf1415's solution](#)

1590.

1758C

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Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[leaf1415's solution](#)

1591.

1761C

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Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[leaf1415's solution](#)

1592.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,270 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory

[leaf1415's solution](#)

1593.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[leaf1415's solution](#)

1594.

1750C

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Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

1595.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[leaf1415's solution](#)

1596.

1749C

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Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[leaf1415's solution](#)

1597.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[leaf1415's solution](#)

1598.

1733D1

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Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

1599.

1728C

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Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

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1600.

1721C

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Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

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1601.

1714E

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Quality: 23,531 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

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1602.

1706C

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1603.

1705C

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1604.

1701C

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1696C

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[leaf1415's solution](#)**1606.**

1697C

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Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

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1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,222 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

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1682C

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1684C

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1679C

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Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[leaf1415's solution](#)**1611.**

1670C

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Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[leaf1415's solution](#)**1612.**

414B

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Quality: 29,189 global accepts · Rating: 1400 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory

[leaf1415's solution](#)**1613.**

418A

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Rating: 1400 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[leaf1415's solution](#)

1614.

1654C

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Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[leaf1415's solution](#)

1615.

438A

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Rating: 1400 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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1616.

1648A

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Quality: 18,772 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

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1617.

1644C

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Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

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1618.

480A

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Rating: 1400 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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1619.

1634B

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Quality: 22,303 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

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1620.

1628A

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Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

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1621.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

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1622.

516A

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Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[leaf1415's solution](#)

1623.

1609C

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[leaf1415's solution](#)

1624.

581C

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Quality: 7,595 global accepts · Rating: 1400 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings
[leaf1415's solution](#)

1625.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings
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1626.

1606C

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Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory
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1627.

612C

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Quality: 9,861 global accepts · Rating: 1400 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, expression parsing, math
[leaf1415's solution](#)

1628.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[leaf1415's solution](#)

1629.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
[leaf1415's solution](#)

1630.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy
[leaf1415's solution](#)

1631.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[leaf1415's solution](#)

1632.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[leaf1415's solution](#)

1633.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, math
[leaf1415's solution](#)

1634.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[leaf1415's solution](#)

1635.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[leaf1415's solution](#)

1636.

668A

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

Rating: 1400 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

1637.

670D1

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Quality: 23,994 global accepts · Rating: 1400 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation
[leaf1415's solution](#)

1638.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[leaf1415's solution](#)

1639.

675B

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

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[leaf1415's solution](#)

1640.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math
[leaf1415's solution](#)

1641.

677B

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

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[leaf1415's solution](#)

1642.

689A

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

Quality: 5,490 global accepts · Rating: 1400 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[leaf1415's solution](#)

1643.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[leaf1415's solution](#)

1644.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,951 global accepts · Rating: 1400 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

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1645.

703B

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Quality: 6,058 global accepts · Rating: 1400 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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1646.

1526B

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Quality: 36,735 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

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1647.

710B

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Quality: 10,593 global accepts · Rating: 1400 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

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1648.

711B

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1649.

713A

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Quality: 8,865 global accepts · Rating: 1400 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

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1650.

727C

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1651.

1520E

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1652.

1515C

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Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

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1653.

1519C

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1654.

1517C

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Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

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1655.

757B

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Quality: 11,426 global accepts · Rating: 1400 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

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1656.

752C

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1657.

1513B

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1658.

762B

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Quality: 10,580 global accepts · Rating: 1400 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, two pointers

[leaf1415's solution](#)

1659.

762A

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Quality: 25,802 global accepts · Rating: 1400 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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1660.

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

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1661.

1506D

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Quality: 25,537 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

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1662.

1494B

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Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[leaf1415's solution](#)

1663.

797B

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1664.

803A

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Quality: 5,359 global accepts · Rating: 1400 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[leaf1415's solution](#)

1665.

804B

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Quality: 10,162 global accepts · Rating: 1400 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, implementation, math
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1666.

799B

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Quality: 10,177 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[leaf1415's solution](#)

1667.

1490E

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[leaf1415's solution](#)

1668.

808C

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Quality: 6,980 global accepts · Rating: 1400 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
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1669.

1475C

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Quality: 27,212 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math
[leaf1415's solution](#)

1670.

866A

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Rating: 1400 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
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1671.

868B

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Quality: 3,908 global accepts · Rating: 1400 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[leaf1415's solution](#)

1672.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,168 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[leaf1415's solution](#)

1673.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[leaf1415's solution](#)

1674.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[leaf1415's solution](#)

1675.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[leaf1415's solution](#)

1676.

1453B

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Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

1677.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

1678.

1456A

[Bouncing Ball](#) · [Tutorial](#)

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

[leaf1415's solution](#)

1679.

1451C

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1680.

1452B

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

[leaf1415's solution](#)

1681.

940B

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[leaf1415's solution](#)

1682.

954B

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Quality: 7,791 global accepts · Rating: 1400 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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1683.

988C

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Quality: 11,136 global accepts · Rating: 1400 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[leaf1415's solution](#)

1684.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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1685.

1421C

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1686.

1427B

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Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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1687.

1408B

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Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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1688.

1393B

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1689.

1380C

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1690.

1380B

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[leaf1415's solution](#)

1691.

1375C

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Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
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1692.

1374D

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Quality: 31,095 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers
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1693.

1369C

[RationalLee](#) · [Tutorial](#)

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[leaf1415's solution](#)

1694.

1370C

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1695.

1363B

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Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[leaf1415's solution](#)

1696.

1365C

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Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
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1697.

1354C1

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1698.

1355D

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1699.

1348B

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[leaf1415's solution](#)

1700.

1253B

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Quality: 11,705 global accepts · Rating: 1400 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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1701.

1332B

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Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
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1702.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,095 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
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1703.

1312C

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1704.

1316B

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1705.

1320A

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1706.

1303B

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1707.

1292A

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1708.

1285C

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1709.

1282B1

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1710.

1284B

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[leaf1415's solution](#)

1711.

1270C

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Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

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1712.

1279C

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Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: data structures, implementation

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1713.

1266C

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Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

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1714.

1276A

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Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: dp, greedy

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1715.

1263C

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Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[leaf1415's solution](#)

1716.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: greedy, implementation
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1717.

1245C

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Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: dp
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1718.

1256B

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Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: greedy
[leaf1415's solution](#)

1719.

1251B

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Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · last AC: 2019-10-26 · GNU C++11 (first AC) · Tags: greedy, strings
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1720.

1228B

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Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: implementation, math
[leaf1415's solution](#)

1721.

1215B

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Quality: 18,352 global accepts · Rating: 1400 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation
[leaf1415's solution](#)

1722.

1214A

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Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: brute force, math
[leaf1415's solution](#)

1723.

1200C

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Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: math, number theory
[leaf1415's solution](#)

1724.

1201C

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Quality: 33,244 global accepts · Rating: 1400 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings
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1725.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, sortings
[leaf1415's solution](#)

1726.

1195C

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Quality: 34,841 global accepts · Rating: 1400 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: dp
[leaf1415's solution](#)

1727.

1190A

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Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation, two pointers
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1728.

1183C

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Quality: 15,045 global accepts · Rating: 1400 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: binary search, math
[leaf1415's solution](#)

1729.

1183D

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Quality: 20,427 global accepts · Rating: 1400 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: greedy, sortings
[leaf1415's solution](#)

1730.

1156A

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Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: geometry
[leaf1415's solution](#)

1731.

1167C

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Quality: 26,007 global accepts · Rating: 1400 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs
[leaf1415's solution](#)

1732.

1167B

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Quality: 16,469 global accepts · Rating: 1400 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, interactive, math
[leaf1415's solution](#)

1733.

1154C

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Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: implementation, math
[leaf1415's solution](#)

1734.

1144D

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Quality: 10,839 global accepts · Rating: 1400 · first AC: 2019-03-31 · last AC: 2019-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

1735.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: greedy, implementation
[leaf1415's solution](#)

1736.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,598 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[leaf1415's solution](#)

1737.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[leaf1415's solution](#)

1738.

1103A

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Quality: 10,599 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

1739.

1102B

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Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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1740.

1097C

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Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

1741.

1091C

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

[leaf1415's solution](#)

1742.

1095C

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Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[leaf1415's solution](#)

1743.

1088C

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Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

1744.

1061B

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Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[leaf1415's solution](#)

1745.

1066C

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Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1746.

1009B

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Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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1747.

995B

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Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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1748.

987C

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1749.

981C

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1750.

978E

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Quality: 10,594 global accepts · Rating: 1400 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: combinatorics, math

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1751.

977D

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1752.

975C

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1753.

962C

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1754.

961C

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Quality: 5,638 global accepts · Rating: 1400 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

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1755.

955B

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1756.

934A

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1757.

920C

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[leaf1415's solution](#)

1758.

911C

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1759.

907B

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[leaf1415's solution](#)

1760.

2147C

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[leaf1415's solution](#)

1761.

2108C

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[leaf1415's solution](#)

1762.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[leaf1415's solution](#)

1763.

2077A

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1764.

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

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1765.

2057C

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Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[leaf1415's solution](#)

1766.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[leaf1415's solution](#)

1767.

2026C

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[leaf1415's solution](#)

1768.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

1769.

2001C

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Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and

similar, divide and conquer, dsu, greedy, interactive, trees

[leaf1415's solution](#)

1770.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,571 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[leaf1415's solution](#)

1771.

1924A

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

[leaf1415's solution](#)

1772.

1898B

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Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

1773.

1891C

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Quality: 20,360 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[leaf1415's solution](#)

1774.

1876B

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[leaf1415's solution](#)

1775.

1842C

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Quality: 16,496 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[leaf1415's solution](#)

1776.

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[leaf1415's solution](#)

1777.

1814C

[Search in Parallel](#) · [Tutorial](#)

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[leaf1415's solution](#)

1778.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[leaf1415's solution](#)

1779.

1809C

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Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

1780.

1804C

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

[leaf1415's solution](#)

1781.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,272 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[leaf1415's solution](#)

1782.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[leaf1415's solution](#)

1783.

1795C

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Quality: 18,020 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[leaf1415's solution](#)

1784.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,760 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[leaf1415's solution](#)

1785.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

1786.

1767D

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Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[leaf1415's solution](#)

1787.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, sortings

[leaf1415's solution](#)

1788.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

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1789.

1732D1

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

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[leaf1415's solution](#)

1790.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[leaf1415's solution](#)

1791.

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[leaf1415's solution](#)

1792.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[leaf1415's solution](#)

1793.

1738C

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

Quality: 12,778 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[leaf1415's solution](#)

1794.

1739C

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Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[leaf1415's solution](#)

1795.

1710A

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Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

1796.

1690E

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Quality: 16,989 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[leaf1415's solution](#)

1797.

1675E

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Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, strings

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1798.

1673C

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Quality: 18,013 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[leaf1415's solution](#)

1799.

1659C

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Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[leaf1415's solution](#)

1800.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

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1801.

425A

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Quality: 4,166 global accepts · Rating: 1500 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

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1802.

1651C

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Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

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1803.

1646C

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1804.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,987 global accepts · Rating: 1500 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

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1805.

468A

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1806.

1630A

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1807.

494A

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Quality: 6,549 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[leaf1415's solution](#)

1808.

497A

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Rating: 1500 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[leaf1415's solution](#)

1809.

504A

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Rating: 1500 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
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1810.

521A

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Rating: 1500 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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1811.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
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1812.

1621B

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1813.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math
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1814.

553A

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Quality: 9,832 global accepts · Rating: 1500 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
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1815.

555A

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Quality: 6,683 global accepts · Rating: 1500 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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1816.

557B

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Quality: 7,486 global accepts · Rating: 1500 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, sortings
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1817.

576A

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

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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1818.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
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1819.

1611D

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Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
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1820.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,468 global accepts · Rating: 1500 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
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1821.

580B

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Quality: 31,929 global accepts · Rating: 1500 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
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1822.

584B

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Quality: 13,670 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics
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1823.

587A

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Quality: 8,327 global accepts · Rating: 1500 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[leaf1415's solution](#)

1824.

599B

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Quality: 4,578 global accepts · Rating: 1500 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

1825.

609C

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Quality: 7,398 global accepts · Rating: 1500 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[leaf1415's solution](#)

1826.

611C

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Quality: 9,038 global accepts · Rating: 1500 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[leaf1415's solution](#)

1827.

1579C

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Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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1828.

620C

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Quality: 7,874 global accepts · Rating: 1500 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[leaf1415's solution](#)

1829.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[leaf1415's solution](#)

1830.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[leaf1415's solution](#)

1831.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings
[leaf1415's solution](#)

1832.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings
[leaf1415's solution](#)

1833.

1545A

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

Quality: 14,885 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[leaf1415's solution](#)

1834.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[leaf1415's solution](#)

1835.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math
[leaf1415's solution](#)

1836.

1542B

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

Quality: 26,541 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[leaf1415's solution](#)

1837.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation
[leaf1415's solution](#)

1838.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation
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1839.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,438 global accepts · Rating: 1500 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, strings, two pointers
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1840.

676B

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Quality: 5,835 global accepts · Rating: 1500 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[leaf1415's solution](#)

1841.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, implementation, strings
[leaf1415's solution](#)

1842.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
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1843.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory
[leaf1415's solution](#)

1844.

696A

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

Quality: 6,459 global accepts · Rating: 1500 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees
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1845.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory
[leaf1415's solution](#)

1846.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,895 global accepts · Rating: 1500 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers
[leaf1415's solution](#)

1847.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math
[leaf1415's solution](#)

1848.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy
[leaf1415's solution](#)

1849.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[leaf1415's solution](#)

1850.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[leaf1415's solution](#)

1851.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[leaf1415's solution](#)

1852.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[leaf1415's solution](#)

1853.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[leaf1415's solution](#)

1854.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 1500 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[leaf1415's solution](#)

1855.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,536 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[leaf1415's solution](#)

1856.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[leaf1415's solution](#)

1857.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers
[leaf1415's solution](#)

1858.

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[leaf1415's solution](#)

1859.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
[leaf1415's solution](#)

1860.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms,

implementation

[leaf1415's solution](#)

1861.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[leaf1415's solution](#)

1862.

790A

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

Rating: 1500 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

1863.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,497 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[leaf1415's solution](#)

1864.

1486B

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

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[leaf1415's solution](#)

1865.

1490F

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

Quality: 18,385 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[leaf1415's solution](#)

1866.

1487D

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

Quality: 20,592 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[leaf1415's solution](#)

1867.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[leaf1415's solution](#)

1868.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings

[leaf1415's solution](#)

1869.

812C

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

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[leaf1415's solution](#)

1870.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, math, sortings

[leaf1415's solution](#)

1871.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[leaf1415's solution](#)

1872.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation

[leaf1415's solution](#)

1873.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,562 global accepts · Rating: 1500 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

1874.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[leaf1415's solution](#)

1875.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,738 global accepts · Rating: 1500 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[leaf1415's solution](#)

1876.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

1877.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,686 global accepts · Rating: 1500 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

1878.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[leaf1415's solution](#)

1879.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

1880.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[leaf1415's solution](#)

1881.

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
[leaf1415's solution](#)

1882.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,935 global accepts · Rating: 1500 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[leaf1415's solution](#)

1883.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[leaf1415's solution](#)

1884.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[leaf1415's solution](#)

1885.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[leaf1415's solution](#)

1886.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation, sortings, two pointers
[leaf1415's solution](#)

1887.

877B

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

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp
[leaf1415's solution](#)

1888.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
[leaf1415's solution](#)

1889.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math
[leaf1415's solution](#)

1890.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[leaf1415's solution](#)

1891.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,281 global accepts · Rating: 1500 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number

theory

[leaf1415's solution](#)

1892.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[leaf1415's solution](#)

1893.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[leaf1415's solution](#)

1894.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

1895.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[leaf1415's solution](#)

1896.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[leaf1415's solution](#)

1897.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[leaf1415's solution](#)

1898.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[leaf1415's solution](#)

1899.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[leaf1415's solution](#)

1900.

1426D

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

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

[leaf1415's solution](#)

1901.

1416A

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

Quality: 16,724 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures,

implementation, two pointers

[leaf1415's solution](#)

1902.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[leaf1415's solution](#)

1903.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[leaf1415's solution](#)

1904.

1418C

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

Quality: 28,142 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[leaf1415's solution](#)

1905.

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

1906.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

1907.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[leaf1415's solution](#)

1908.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[leaf1415's solution](#)

1909.

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[leaf1415's solution](#)

1910.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[leaf1415's solution](#)

1911.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,964 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[leaf1415's solution](#)

1912.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[leaf1415's solution](#)

1913.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[leaf1415's solution](#)

1914.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[leaf1415's solution](#)

1915.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[leaf1415's solution](#)

1916.

1352F

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

Quality: 19,404 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
[leaf1415's solution](#)

1917.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,018 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers
[leaf1415's solution](#)

1918.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[leaf1415's solution](#)

1919.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,612 global accepts · Rating: 1500 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[leaf1415's solution](#)

1920.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[leaf1415's solution](#)

1921.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings
[leaf1415's solution](#)

1922.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

1923.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,862 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[leaf1415's solution](#)

1924.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[leaf1415's solution](#)

1925.

1325C

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

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[leaf1415's solution](#)

1926.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[leaf1415's solution](#)

1927.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[leaf1415's solution](#)

1928.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[leaf1415's solution](#)

1929.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search

[leaf1415's solution](#)

1930.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[leaf1415's solution](#)

1931.

1296D

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

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

1932.

1296C

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

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[leaf1415's solution](#)

1933.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, math
[leaf1415's solution](#)

1934.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: greedy, math
[leaf1415's solution](#)

1935.

1272D

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

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: brute force, dp
[leaf1415's solution](#)

1936.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: greedy, implementation
[leaf1415's solution](#)

1937.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs
[leaf1415's solution](#)

1938.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[leaf1415's solution](#)

1939.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: greedy
[leaf1415's solution](#)

1940.

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[leaf1415's solution](#)

1941.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: combinatorics, math
[leaf1415's solution](#)

1942.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: dp, implementation

[leaf1415's solution](#)

1943.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,943 global accepts · Rating: 1500 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

1944.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: data structures, greedy

[leaf1415's solution](#)

1945.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[leaf1415's solution](#)

1946.

1213D1

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

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: brute force, implementation

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1947.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[leaf1415's solution](#)

1948.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy

[leaf1415's solution](#)

1949.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

1950.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,475 global accepts · Rating: 1500 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: greedy, math

[leaf1415's solution](#)

1951.

1196D1

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

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

[leaf1415's solution](#)

1952.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: implementation

[leaf1415's solution](#)

1953.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[leaf1415's solution](#)

1954.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[leaf1415's solution](#)

1955.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

1956.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,036 global accepts · Rating: 1500 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[leaf1415's solution](#)

1957.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

1958.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[leaf1415's solution](#)

1959.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: data structures, implementation

[leaf1415's solution](#)

1960.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs

[leaf1415's solution](#)

1961.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: greedy

[leaf1415's solution](#)

1962.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leaf1415's solution](#)

1963.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,659 global accepts · Rating: 1500 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[leaf1415's solution](#)

1964.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: math
[leaf1415's solution](#)

1965.

1136C

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

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[leaf1415's solution](#)

1966.

1133D

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

Quality: 16,455 global accepts · Rating: 1500 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: hashing, math, number theory
[leaf1415's solution](#)

1967.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[leaf1415's solution](#)

1968.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[leaf1415's solution](#)

1969.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[leaf1415's solution](#)

1970.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[leaf1415's solution](#)

1971.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[leaf1415's solution](#)

1972.

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[leaf1415's solution](#)

1973.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,036 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[leaf1415's solution](#)

1974.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[leaf1415's solution](#)

1975.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[leaf1415's solution](#)

1976.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

1977.

1084C

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

Quality: 11,662 global accepts · Rating: 1500 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[leaf1415's solution](#)

1978.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[leaf1415's solution](#)

1979.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[leaf1415's solution](#)

1980.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[leaf1415's solution](#)

1981.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[leaf1415's solution](#)

1982.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[leaf1415's solution](#)

1983.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

[leaf1415's solution](#)

1984.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[leaf1415's solution](#)

1985.

1005D

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

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory
[leaf1415's solution](#)

1986.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[leaf1415's solution](#)

1987.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[leaf1415's solution](#)

1988.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[leaf1415's solution](#)

1989.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[leaf1415's solution](#)

1990.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[leaf1415's solution](#)

1991.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[leaf1415's solution](#)

1992.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,862 global accepts · Rating: 1500 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[leaf1415's solution](#)

1993.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[leaf1415's solution](#)

1994.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[leaf1415's solution](#)

1995.

977E

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

Quality: 25,621 global accepts · Rating: 1500 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[leaf1415's solution](#)

1996.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1500 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[leaf1415's solution](#)

1997.

104C

[Cthulhu](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-04-11 · GNU C++11 (first AC) · Tags: dsu, trees

[leaf1415's solution](#)

1998.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,395 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[leaf1415's solution](#)

1999.

931D

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

Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[leaf1415's solution](#)

2000.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[leaf1415's solution](#)

2001.

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms

[leaf1415's solution](#)

2002.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[leaf1415's solution](#)

2003.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[leaf1415's solution](#)

2004.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,293 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[leaf1415's solution](#)

2005.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[leaf1415's solution](#)

2006.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[leaf1415's solution](#)

2007.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[leaf1415's solution](#)

2008.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[leaf1415's solution](#)

2009.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[leaf1415's solution](#)

2010.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[leaf1415's solution](#)

2011.

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[leaf1415's solution](#)

2012.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[leaf1415's solution](#)

2013.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[leaf1415's solution](#)

2014.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[leaf1415's solution](#)

2015.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[leaf1415's solution](#)

2016.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · last AC: 2024-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

2017.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[leaf1415's solution](#)

2018.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[leaf1415's solution](#)

2019.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[leaf1415's solution](#)

2020.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[leaf1415's solution](#)

2021.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[leaf1415's solution](#)

2022.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[leaf1415's solution](#)

2023.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[leaf1415's solution](#)

2024.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy,

implementation, two pointers

[leaf1415's solution](#)

2025.

1957C

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

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[leaf1415's solution](#)

2026.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[leaf1415's solution](#)

2027.

1920C

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

Quality: 19,924 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[leaf1415's solution](#)

2028.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,389 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[leaf1415's solution](#)

2029.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[leaf1415's solution](#)

2030.

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

2031.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[leaf1415's solution](#)

2032.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[leaf1415's solution](#)

2033.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,334 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[leaf1415's solution](#)

2034.

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[leaf1415's solution](#)

2035.

1843E

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

Quality: 17,808 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[leaf1415's solution](#)

2036.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[leaf1415's solution](#)

2037.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[leaf1415's solution](#)

2038.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,359 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[leaf1415's solution](#)

2039.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[leaf1415's solution](#)

2040.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[leaf1415's solution](#)

2041.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[leaf1415's solution](#)

2042.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[leaf1415's solution](#)

2043.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[leaf1415's solution](#)

2044.

1795D

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

Quality: 13,076 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[leaf1415's solution](#)

2045.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,126 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings
[leaf1415's solution](#)

2046.

1782C

[Equal Frequencies](#) · [Tutorial](#)

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2047.

1775C

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1779C

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2049.

1774D

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2050.

1766D

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2051.

1771C

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2052.

1748C

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2053.

1753B

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2054.

1741E

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2055.

1730B

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2056.

1714D

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2057.

1707A

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1702E

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2059.

1698D

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1689C

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1687A

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2062.

1680C

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2063.

1677A

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1671D

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2065.

407B

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2066.

407A

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1665C

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429B

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2069.

1658D1

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2070.

444A

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2071.

446A

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2072.

477A

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2073.

1633D

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1632C

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2075.

512A

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2076.

1623C

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1622C

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1615C

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2079.

559A

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2080.

568A

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570C

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573B

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1612D

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593B

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2087.

1607E

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1603B

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599C

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601A

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2091.

1582D

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2092.

600A

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603A

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2094.

605A

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1593E

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607A

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615B

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616D

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2099.

616C

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617C

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2101.

618C

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2102.

1566D2

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Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

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2103.

1567C

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2104.

657A

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2105.

1555D

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[leaf1415's solution](#)

2106.

1530D

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Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[leaf1415's solution](#)

2107.

659E

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2108.

660C

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Quality: 10,754 global accepts · Rating: 1600 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, two pointers

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2109.

1542C

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665A

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Quality: 3,185 global accepts · Rating: 1600 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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2111.

674B

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2112.

1539D

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2113.

1537E1

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2114.

678C

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678B

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2116.

681C

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2117.

682C

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2118.

689B

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2119.

691B

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2120.

1523C

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2121.

704A

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2122.

1526C2

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2123.

706C

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2124.

1528A

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2125.

1527C

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2126.

712C

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2127.

715A

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722C

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2129.

723C

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2130.

723D

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2131.

727B

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2132.

731C

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2133.

1520F1

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2134.

733D

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2135.

734C

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Quality: 5,684 global accepts · Rating: 1600 · first AC: 2021-05-02 · last AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, two pointers
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2136.

1519D

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736B

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736A

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746C

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2142.

1514C

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2143.

750C

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2144.

1511D

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2145.

1513C

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788A

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1486C1

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812B

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814C

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1476C

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818B

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2166.

822C

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1475E

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830B

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sortings

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2169.

825C

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2170.

825B

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832B

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2172.

835C

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837B

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845B

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1469C

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873C

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2181.

878A

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1461D

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888D

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898E

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898D

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2187.

916C

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939C

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939D

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949A

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1452D

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940D

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954D

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1003D

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1025C

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1025B

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1060C

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1077D

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1437D

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1407C

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1396A

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1398C

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1389B

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2206.

1364C

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1371D

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2208.

1374E1

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1373D

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1363C

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1353D

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1349A

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2214.

1352G

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2215.

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2216.

1348C

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1148B

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1342C

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1336A

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2220.

1334C

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2221.

1327C

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1305C

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1295C

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1294D

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1288C

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2228.

1282B2

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2229.

1284C

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Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math

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2230.

1261B1

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2231.

1252C

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Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: data structures, implementation
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2232.

1246A

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Rating: 1600 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math
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2233.

1251C

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2234.

1240A

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2235.

1238C

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[leaf1415's solution](#)

2236.

1234D

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2237.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

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2238.

1213D2

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2239.

1203D1

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2240.

1198B

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2241.

1198A

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2242.

1196D2

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Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

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2243.

1188A1

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Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: trees

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2244.

1175B

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[leaf1415's solution](#)

2245.

1175C

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Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy

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2246.

1165E

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Quality: 10,022 global accepts · Rating: 1600 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[leaf1415's solution](#)

2247.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 1600 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: math, number theory

[leaf1415's solution](#)

2248.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: data structures, implementation

[leaf1415's solution](#)

2249.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[leaf1415's solution](#)

2250.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[leaf1415's solution](#)

2251.

1140C

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Quality: 10,401 global accepts · Rating: 1600 · first AC: 2019-03-22 · last AC: 2019-03-22 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[leaf1415's solution](#)

2252.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: greedy, hashing, strings
[leaf1415's solution](#)

2253.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: implementation, sortings
[leaf1415's solution](#)

2254.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: graphs
[leaf1415's solution](#)

2255.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: dp, implementation
[leaf1415's solution](#)

2256.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[leaf1415's solution](#)

2257.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[leaf1415's solution](#)

2258.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[leaf1415's solution](#)

2259.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[leaf1415's solution](#)

2260.

1082C

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

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[leaf1415's solution](#)

2261.

1082B

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

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[leaf1415's solution](#)

2262.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[leaf1415's solution](#)

2263.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[leaf1415's solution](#)

2264.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[leaf1415's solution](#)

2265.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[leaf1415's solution](#)

2266.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[leaf1415's solution](#)

2267.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[leaf1415's solution](#)

2268.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

2269.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[leaf1415's solution](#)

2270.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[leaf1415's solution](#)

2271.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[leaf1415's solution](#)

2272.

1015D

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

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

2273.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[leaf1415's solution](#)

2274.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[leaf1415's solution](#)

2275.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[leaf1415's solution](#)

2276.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[leaf1415's solution](#)

2277.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[leaf1415's solution](#)

2278.

967C

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

Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search

[leaf1415's solution](#)

2279.

957C

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, math, two pointers

[leaf1415's solution](#)

2280.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[leaf1415's solution](#)

2281.

931E

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation, math, probabilities

[leaf1415's solution](#)

2282.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: brute force, number theory

[leaf1415's solution](#)

2283.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[leaf1415's solution](#)

2284.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: bitmasks, implementation, strings

[leaf1415's solution](#)

2285.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leaf1415's solution](#)

2286.

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[leaf1415's solution](#)

2287.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[leaf1415's solution](#)

2288.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,490 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[leaf1415's solution](#)

2289.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[leaf1415's solution](#)

2290.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[leaf1415's solution](#)

2291.

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[leaf1415's solution](#)

2292.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[leaf1415's solution](#)

2293.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[leaf1415's solution](#)

2294.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[leaf1415's solution](#)

2295.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[leaf1415's solution](#)

2296.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[leaf1415's solution](#)

2297.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[leaf1415's solution](#)

2298.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[leaf1415's solution](#)

2299.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[leaf1415's solution](#)

2300.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[leaf1415's solution](#)

2301.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[leaf1415's solution](#)

2302.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[leaf1415's solution](#)

2303.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[leaf1415's solution](#)

2304.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[leaf1415's solution](#)

2305.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[leaf1415's solution](#)

2306.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[leaf1415's solution](#)

2307.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[leaf1415's solution](#)

2308.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[leaf1415's solution](#)

2309.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[leaf1415's solution](#)

2310.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[leaf1415's solution](#)

2311.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[leaf1415's solution](#)

2312.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,074 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[leaf1415's solution](#)

2313.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[leaf1415's solution](#)

2314.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[leaf1415's solution](#)

2315.

1916D

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

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

[leaf1415's solution](#)

2316.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,151 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[leaf1415's solution](#)

2317.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[leaf1415's solution](#)

2318.

1893B

[Neutral Tonality](#) · [Tutorial](#)

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

[leaf1415's solution](#)

2319.

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[leaf1415's solution](#)

2320.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[leaf1415's solution](#)

2321.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,496 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[leaf1415's solution](#)

2322.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[leaf1415's solution](#)

2323.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, dp, greedy, math

[leaf1415's solution](#)

2324.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[leaf1415's solution](#)

2325.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[leaf1415's solution](#)

2326.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[leaf1415's solution](#)

2327.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[leaf1415's solution](#)

2328.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,478 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[leaf1415's solution](#)

2329.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[leaf1415's solution](#)

2330.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[leaf1415's solution](#)

2331.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[leaf1415's solution](#)

2332.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[leaf1415's solution](#)

2333.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory,

sortings, two pointers

[leaf1415's solution](#)

2334.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[leaf1415's solution](#)

2335.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[leaf1415's solution](#)

2336.

1731D

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

Quality: 8,501 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[leaf1415's solution](#)

2337.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[leaf1415's solution](#)

2338.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[leaf1415's solution](#)

2339.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[leaf1415's solution](#)

2340.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[leaf1415's solution](#)

2341.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[leaf1415's solution](#)

2342.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[leaf1415's solution](#)

2343.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,211 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math

[leaf1415's solution](#)

2344.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[leaf1415's solution](#)

2345.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[leaf1415's solution](#)

2346.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[leaf1415's solution](#)

2347.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,165 global accepts · Rating: 1700 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[leaf1415's solution](#)

2348.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[leaf1415's solution](#)

2349.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[leaf1415's solution](#)

2350.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, strings

[leaf1415's solution](#)

2351.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[leaf1415's solution](#)

2352.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[leaf1415's solution](#)

2353.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[leaf1415's solution](#)

2354.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[leaf1415's solution](#)

2355.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[leaf1415's solution](#)

2356.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[leaf1415's solution](#)

2357.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[leaf1415's solution](#)

2358.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

2359.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[leaf1415's solution](#)

2360.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[leaf1415's solution](#)

2361.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[leaf1415's solution](#)

2362.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[leaf1415's solution](#)

2363.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1700 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[leaf1415's solution](#)

2364.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[leaf1415's solution](#)

2365.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry
[leaf1415's solution](#)

2366.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
[leaf1415's solution](#)

2367.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp
[leaf1415's solution](#)

2368.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math
[leaf1415's solution](#)

2369.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
[leaf1415's solution](#)

2370.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, hashing, sortings, strings
[leaf1415's solution](#)

2371.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[leaf1415's solution](#)

2372.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
[leaf1415's solution](#)

2373.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[leaf1415's solution](#)

2374.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,434 global accepts · Rating: 1700 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[leaf1415's solution](#)

2375.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[leaf1415's solution](#)

2376.

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[leaf1415's solution](#)

2377.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
[leaf1415's solution](#)

2378.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[leaf1415's solution](#)

2379.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math
[leaf1415's solution](#)

2380.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[leaf1415's solution](#)

2381.

585B

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

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[leaf1415's solution](#)

2382.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[leaf1415's solution](#)

2383.

598D

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

Quality: 13,096 global accepts · Rating: 1700 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[leaf1415's solution](#)

2384.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, sortings
[leaf1415's solution](#)

2385.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[leaf1415's solution](#)

2386.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs
[leaf1415's solution](#)

2387.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[leaf1415's solution](#)

2388.

1594D

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

Quality: 9,400 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs
[leaf1415's solution](#)

2389.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
[leaf1415's solution](#)

2390.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[leaf1415's solution](#)

2391.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
[leaf1415's solution](#)

2392.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[leaf1415's solution](#)

2393.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[leaf1415's solution](#)

2394.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[leaf1415's solution](#)

2395.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

2396.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[leaf1415's solution](#)

2397.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[leaf1415's solution](#)

2398.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math

[leaf1415's solution](#)

2399.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[leaf1415's solution](#)

2400.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[leaf1415's solution](#)

2401.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[leaf1415's solution](#)

2402.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[leaf1415's solution](#)

2403.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

2404.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[leaf1415's solution](#)

2405.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[leaf1415's solution](#)

2406.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[leaf1415's solution](#)

2407.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, strings

[leaf1415's solution](#)

2408.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[leaf1415's solution](#)

2409.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[leaf1415's solution](#)

2410.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[leaf1415's solution](#)

2411.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[leaf1415's solution](#)

2412.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, probabilities, trees

[leaf1415's solution](#)

2413.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math

[leaf1415's solution](#)

2414.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, math

[leaf1415's solution](#)

2415.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[leaf1415's solution](#)

2416.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[leaf1415's solution](#)

2417.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[leaf1415's solution](#)

2418.

718A

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

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[leaf1415's solution](#)

2419.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[leaf1415's solution](#)

2420.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leaf1415's solution](#)

2421.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[leaf1415's solution](#)

2422.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

2423.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

2424.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[leaf1415's solution](#)

2425.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, expression parsing,

implementation, strings

[leaf1415's solution](#)

2426.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1700 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[leaf1415's solution](#)

2427.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math

[leaf1415's solution](#)

2428.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[leaf1415's solution](#)

2429.

759A

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

Rating: 1700 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[leaf1415's solution](#)

2430.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[leaf1415's solution](#)

2431.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[leaf1415's solution](#)

2432.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[leaf1415's solution](#)

2433.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings

[leaf1415's solution](#)

2434.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[leaf1415's solution](#)

2435.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[leaf1415's solution](#)

2436.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[leaf1415's solution](#)

2437.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[leaf1415's solution](#)

2438.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[leaf1415's solution](#)

2439.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[leaf1415's solution](#)

2440.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[leaf1415's solution](#)

2441.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[leaf1415's solution](#)

2442.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[leaf1415's solution](#)

2443.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[leaf1415's solution](#)

2444.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[leaf1415's solution](#)

2445.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings

[leaf1415's solution](#)

2446.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[leaf1415's solution](#)

2447.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[leaf1415's solution](#)

2448.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[leaf1415's solution](#)

2449.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[leaf1415's solution](#)

2450.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

2451.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[leaf1415's solution](#)

2452.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[leaf1415's solution](#)

2453.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

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

[leaf1415's solution](#)

2454.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[leaf1415's solution](#)

2455.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

2456.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[leaf1415's solution](#)

2457.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar

[leaf1415's solution](#)

2458.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[leaf1415's solution](#)

2459.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

2460.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leaf1415's solution](#)

2461.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[leaf1415's solution](#)

2462.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[leaf1415's solution](#)

2463.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[leaf1415's solution](#)

2464.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,317 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[leaf1415's solution](#)

2465.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[leaf1415's solution](#)

2466.

1406C

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

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

[leaf1415's solution](#)

2467.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[leaf1415's solution](#)

2468.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[leaf1415's solution](#)

2469.

1393C

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

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[leaf1415's solution](#)

2470.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[leaf1415's solution](#)

2471.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[leaf1415's solution](#)

2472.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[leaf1415's solution](#)

2473.

1368D

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

Quality: 13,665 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[leaf1415's solution](#)

2474.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[leaf1415's solution](#)

2475.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[leaf1415's solution](#)

2476.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,299 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[leaf1415's solution](#)

2477.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[leaf1415's solution](#)

2478.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[leaf1415's solution](#)

2479.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[leaf1415's solution](#)

2480.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[leaf1415's solution](#)

2481.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[leaf1415's solution](#)

2482.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[leaf1415's solution](#)

2483.

1335E1

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

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[leaf1415's solution](#)

2484.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[leaf1415's solution](#)

2485.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[leaf1415's solution](#)

2486.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[leaf1415's solution](#)

2487.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[leaf1415's solution](#)

2488.

1324E

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

Quality: 17,014 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[leaf1415's solution](#)

2489.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[leaf1415's solution](#)

2490.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[leaf1415's solution](#)

2491.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[leaf1415's solution](#)

2492.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[leaf1415's solution](#)

2493.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[leaf1415's solution](#)

2494.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[leaf1415's solution](#)

2495.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings
[leaf1415's solution](#)

2496.

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[leaf1415's solution](#)

2497.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[leaf1415's solution](#)

2498.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,293 global accepts · Rating: 1700 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[leaf1415's solution](#)

2499.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[leaf1415's solution](#)

2500.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[leaf1415's solution](#)

2501.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[leaf1415's solution](#)

2502.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[leaf1415's solution](#)

2503.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[leaf1415's solution](#)

2504.

1256C

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

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: greedy

[leaf1415's solution](#)

2505.

1249E

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

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

[leaf1415's solution](#)

2506.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[leaf1415's solution](#)

2507.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy
[leaf1415's solution](#)

2508.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: math, number theory

[leaf1415's solution](#)

2509.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: games, greedy, math

[leaf1415's solution](#)

2510.

1229A

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

Rating: 1700 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[leaf1415's solution](#)

2511.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: geometry, math

[leaf1415's solution](#)

2512.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[leaf1415's solution](#)

2513.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[leaf1415's solution](#)

2514.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[leaf1415's solution](#)

2515.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, two pointers

[leaf1415's solution](#)

2516.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, dp, shortest paths

[leaf1415's solution](#)

2517.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: games, math

[leaf1415's solution](#)

2518.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: implementation, math

[leaf1415's solution](#)

2519.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[leaf1415's solution](#)

2520.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[leaf1415's solution](#)

2521.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,573 global accepts · Rating: 1700 · first AC: 2019-06-09 · last AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[leaf1415's solution](#)

2522.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: binary search, greedy

[leaf1415's solution](#)

2523.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,083 global accepts · Rating: 1700 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: greedy

[leaf1415's solution](#)

2524.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[leaf1415's solution](#)

2525.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: greedy, strings

[leaf1415's solution](#)

2526.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[leaf1415's solution](#)

2527.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: brute force, math

[leaf1415's solution](#)

2528.

1132C

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

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: brute force

[leaf1415's solution](#)

2529.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy

[leaf1415's solution](#)

2530.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,752 global accepts · Rating: 1700 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu

[leaf1415's solution](#)

2531.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

2532.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: brute force, greedy

[leaf1415's solution](#)

2533.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: binary search, greedy

[leaf1415's solution](#)

2534.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

2535.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[leaf1415's solution](#)

2536.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[leaf1415's solution](#)

2537.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[leaf1415's solution](#)

2538.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[leaf1415's solution](#)

2539.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[leaf1415's solution](#)

2540.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

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2541.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[leaf1415's solution](#)

2542.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

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2543.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

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2544.

1043D

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Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

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2545.

1073D

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Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

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2546.

1066E

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2547.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

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2548.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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2549.

1037D

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Quality: 19,104 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

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2550.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
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2551.

1023D

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Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures
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2552.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy
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2553.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[leaf1415's solution](#)

2554.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math
[leaf1415's solution](#)

2555.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[leaf1415's solution](#)

2556.

1000C

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

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[leaf1415's solution](#)

2557.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[leaf1415's solution](#)

2558.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math
[leaf1415's solution](#)

2559.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[leaf1415's solution](#)

2560.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: games, greedy

[leaf1415's solution](#)

2561.

977F

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

Quality: 25,133 global accepts · Rating: 1700 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: dp

[leaf1415's solution](#)

2562.

967D

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

Rating: 1700 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, sortings

[leaf1415's solution](#)

2563.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[leaf1415's solution](#)

2564.

957D

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: dp, greedy

[leaf1415's solution](#)

2565.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation, math

[leaf1415's solution](#)

2566.

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: math

[leaf1415's solution](#)

2567.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[leaf1415's solution](#)

2568.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dp, greedy

[leaf1415's solution](#)

2569.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: brute force, data structures, math

[leaf1415's solution](#)

2570.

2211C2

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

Quality: 3,680 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[leaf1415's solution](#)

2571.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[leaf1415's solution](#)

2572.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[leaf1415's solution](#)

2573.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[leaf1415's solution](#)

2574.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[leaf1415's solution](#)

2575.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[leaf1415's solution](#)

2576.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[leaf1415's solution](#)

2577.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[leaf1415's solution](#)

2578.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[leaf1415's solution](#)

2579.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[leaf1415's solution](#)

2580.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[leaf1415's solution](#)

2581.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[leaf1415's solution](#)

2582.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[leaf1415's solution](#)

2583.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[leaf1415's solution](#)

2584.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[leaf1415's solution](#)

2585.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[leaf1415's solution](#)

2586.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[leaf1415's solution](#)

2587.

1935C

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Quality: 9,773 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[leaf1415's solution](#)

2588.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[leaf1415's solution](#)

2589.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[leaf1415's solution](#)

2590.

1870D

[Prefix Purchase](#) · [Tutorial](#)

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

[leaf1415's solution](#)

2591.

1867D

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Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[leaf1415's solution](#)

2592.

1861D

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Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[leaf1415's solution](#)

2593.

1862F

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Quality: 7,619 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[leaf1415's solution](#)

2594.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[leaf1415's solution](#)

2595.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[leaf1415's solution](#)

2596.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[leaf1415's solution](#)

2597.

1848C

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Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[leaf1415's solution](#)

2598.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[leaf1415's solution](#)

2599.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

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2600.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

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2601.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[leaf1415's solution](#)**2602.**

1824B1

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Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[leaf1415's solution](#)**2603.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[leaf1415's solution](#)**2604.**

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)**2605.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[leaf1415's solution](#)**2606.**

1780D

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Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[leaf1415's solution](#)**2607.**

1782D

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Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[leaf1415's solution](#)**2608.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[leaf1415's solution](#)**2609.**

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[leaf1415's solution](#)**2610.**

1758D

[Range = " Sum](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[leaf1415's solution](#)

2611.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[leaf1415's solution](#)**2612.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · last AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[leaf1415's solution](#)**2613.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[leaf1415's solution](#)**2614.**

1732C1

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

Quality: 7,578 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[leaf1415's solution](#)**2615.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[leaf1415's solution](#)**2616.**

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities

[leaf1415's solution](#)**2617.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[leaf1415's solution](#)**2618.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[leaf1415's solution](#)**2619.**

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[leaf1415's solution](#)**2620.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[leaf1415's solution](#)

2621.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[leaf1415's solution](#)

2622.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[leaf1415's solution](#)

2623.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[leaf1415's solution](#)

2624.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[leaf1415's solution](#)

2625.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[leaf1415's solution](#)

2626.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[leaf1415's solution](#)

2627.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

2628.

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[leaf1415's solution](#)

2629.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

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2630.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,112 global accepts · Rating: 1800 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities

[leaf1415's solution](#)

2631.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[leaf1415's solution](#)**2632.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[leaf1415's solution](#)**2633.**

482B

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

Quality: 7,730 global accepts · Rating: 1800 · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, trees

[leaf1415's solution](#)**2634.**

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[leaf1415's solution](#)**2635.**

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[leaf1415's solution](#)**2636.**

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[leaf1415's solution](#)**2637.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[leaf1415's solution](#)**2638.**

1619D

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Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[leaf1415's solution](#)**2639.**

1620C

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Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[leaf1415's solution](#)**2640.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[leaf1415's solution](#)

2641.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

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2642.

580D

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Quality: 11,876 global accepts · Rating: 1800 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

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2643.

584D

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Quality: 11,121 global accepts · Rating: 1800 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

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2644.

585A

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Quality: 4,476 global accepts · Rating: 1800 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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2645.

592C

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Quality: 3,194 global accepts · Rating: 1800 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

2646.

1582F1

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Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[leaf1415's solution](#)

2647.

600C

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Quality: 7,082 global accepts · Rating: 1800 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[leaf1415's solution](#)

2648.

1586D

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Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[leaf1415's solution](#)

2649.

603B

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Quality: 2,711 global accepts · Rating: 1800 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[leaf1415's solution](#)

2650.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

2651.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[leaf1415's solution](#)

2652.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[leaf1415's solution](#)

2653.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[leaf1415's solution](#)

2654.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[leaf1415's solution](#)

2655.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

2656.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[leaf1415's solution](#)

2657.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[leaf1415's solution](#)

2658.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[leaf1415's solution](#)

2659.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[leaf1415's solution](#)

2660.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[leaf1415's solution](#)

2661.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[leaf1415's solution](#)

2662.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[leaf1415's solution](#)

2663.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, sortings, two pointers

[leaf1415's solution](#)

2664.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[leaf1415's solution](#)

2665.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2021-07-01 · last AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[leaf1415's solution](#)

2666.

668B

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

Rating: 1800 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[leaf1415's solution](#)

2667.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[leaf1415's solution](#)

2668.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, greedy, implementation

[leaf1415's solution](#)

2669.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[leaf1415's solution](#)

2670.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[leaf1415's solution](#)

2671.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[leaf1415's solution](#)

2672.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[leaf1415's solution](#)

2673.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[leaf1415's solution](#)

2674.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[leaf1415's solution](#)

2675.

706D

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Quality: 12,589 global accepts · Rating: 1800 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[leaf1415's solution](#)

2676.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[leaf1415's solution](#)

2677.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[leaf1415's solution](#)

2678.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[leaf1415's solution](#)

2679.

727D

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

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, greedy

[leaf1415's solution](#)

2680.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[leaf1415's solution](#)

2681.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[leaf1415's solution](#)

2682.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
[leaf1415's solution](#)

2683.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
[leaf1415's solution](#)

2684.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
[leaf1415's solution](#)

2685.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, greedy, implementation, shortest paths
[leaf1415's solution](#)

2686.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, sortings
[leaf1415's solution](#)

2687.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math
[leaf1415's solution](#)

2688.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, strings
[leaf1415's solution](#)

2689.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation
[leaf1415's solution](#)

2690.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math
[leaf1415's solution](#)

2691.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[leaf1415's solution](#)

2692.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[leaf1415's solution](#)

2693.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[leaf1415's solution](#)

2694.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[leaf1415's solution](#)

2695.

794C

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Quality: 3,327 global accepts · Rating: 1800 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[leaf1415's solution](#)

2696.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[leaf1415's solution](#)

2697.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[leaf1415's solution](#)

2698.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[leaf1415's solution](#)

2699.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[leaf1415's solution](#)

2700.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[leaf1415's solution](#)

2701.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[leaf1415's solution](#)

2702.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[leaf1415's solution](#)

2703.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[leaf1415's solution](#)

2704.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[leaf1415's solution](#)

2705.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[leaf1415's solution](#)

2706.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[leaf1415's solution](#)

2707.

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[leaf1415's solution](#)

2708.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[leaf1415's solution](#)

2709.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[leaf1415's solution](#)

2710.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[leaf1415's solution](#)

2711.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,029 global accepts · Rating: 1800 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[leaf1415's solution](#)

2712.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[leaf1415's solution](#)

2713.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[leaf1415's solution](#)

2714.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[leaf1415's solution](#)

2715.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[leaf1415's solution](#)

2716.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[leaf1415's solution](#)

2717.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: 1800 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

2718.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[leaf1415's solution](#)

2719.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[leaf1415's solution](#)

2720.

988D

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

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[leaf1415's solution](#)

2721.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[leaf1415's solution](#)

2722.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[leaf1415's solution](#)

2723.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[leaf1415's solution](#)

2724.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[leaf1415's solution](#)

2725.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

2726.

1437C

[Chef Monocarp](#) · [Tutorial](#)

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

[leaf1415's solution](#)

2727.

1426E

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

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[leaf1415's solution](#)

2728.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

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

[leaf1415's solution](#)

2729.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[leaf1415's solution](#)

2730.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,943 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[leaf1415's solution](#)

2731.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[leaf1415's solution](#)

2732.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[leaf1415's solution](#)

2733.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers
[leaf1415's solution](#)

2734.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees
[leaf1415's solution](#)

2735.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp
[leaf1415's solution](#)

2736.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[leaf1415's solution](#)

2737.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers
[leaf1415's solution](#)

2738.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[leaf1415's solution](#)

2739.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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2740.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers
[leaf1415's solution](#)

2741.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[leaf1415's solution](#)

2742.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[leaf1415's solution](#)

2743.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leaf1415's solution](#)

2744.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[leaf1415's solution](#)

2745.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[leaf1415's solution](#)

2746.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[leaf1415's solution](#)

2747.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[leaf1415's solution](#)

2748.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search

[leaf1415's solution](#)

2749.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[leaf1415's solution](#)

2750.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[leaf1415's solution](#)

2751.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

2752.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[leaf1415's solution](#)

2753.

1290B

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

Quality: 7,162 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[leaf1415's solution](#)**2754.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,219 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[leaf1415's solution](#)**2755.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[leaf1415's solution](#)**2756.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[leaf1415's solution](#)**2757.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[leaf1415's solution](#)**2758.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[leaf1415's solution](#)**2759.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: dp, greedy

[leaf1415's solution](#)**2760.**

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[leaf1415's solution](#)**2761.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[leaf1415's solution](#)**2762.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)**2763.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[leaf1415's solution](#)

2764.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: greedy

[leaf1415's solution](#)

2765.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[leaf1415's solution](#)

2766.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[leaf1415's solution](#)

2767.

1221D

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

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: dp

[leaf1415's solution](#)

2768.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[leaf1415's solution](#)

2769.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[leaf1415's solution](#)

2770.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics

[leaf1415's solution](#)

2771.

1196E

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

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

2772.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[leaf1415's solution](#)

2773.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: games

[leaf1415's solution](#)

2774.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[leaf1415's solution](#)

2775.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation, math

[leaf1415's solution](#)

2776.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[leaf1415's solution](#)

2777.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

2778.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[leaf1415's solution](#)

2779.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[leaf1415's solution](#)

2780.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[leaf1415's solution](#)

2781.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, sortings

[leaf1415's solution](#)

2782.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-13 · GNU C++11 (first AC) · Tags: greedy

[leaf1415's solution](#)

2783.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,444 global accepts · Rating: 1800 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: dp, sortings, two pointers

[leaf1415's solution](#)

2784.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy

[leaf1415's solution](#)

2785.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, strings

[leaf1415's solution](#)

2786.

1118F1

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

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[leaf1415's solution](#)

2787.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · last AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[leaf1415's solution](#)

2788.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[leaf1415's solution](#)

2789.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[leaf1415's solution](#)

2790.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[leaf1415's solution](#)

2791.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[leaf1415's solution](#)

2792.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[leaf1415's solution](#)

2793.

1062D

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

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[leaf1415's solution](#)

2794.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[leaf1415's solution](#)

2795.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[leaf1415's solution](#)

2796.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[leaf1415's solution](#)

2797.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[leaf1415's solution](#)

2798.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[leaf1415's solution](#)

2799.

1034A

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Quality: 9,920 global accepts · Rating: 1800 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[leaf1415's solution](#)

2800.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 1800 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers
[leaf1415's solution](#)

2801.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[leaf1415's solution](#)

2802.

1016C

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

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[leaf1415's solution](#)

2803.

1016D

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

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math
[leaf1415's solution](#)

2804.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[leaf1415's solution](#)

2805.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[leaf1415's solution](#)

2806.

1005E1

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

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[leaf1415's solution](#)

2807.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[leaf1415's solution](#)

2808.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[leaf1415's solution](#)

2809.

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[leaf1415's solution](#)

2810.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: greedy

[leaf1415's solution](#)

2811.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: math, number theory

[leaf1415's solution](#)

2812.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[leaf1415's solution](#)

2813.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: dp

[leaf1415's solution](#)

2814.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

2815.

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, math

[leaf1415's solution](#)

2816.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-09 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[leaf1415's solution](#)

2817.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, math

[leaf1415's solution](#)

2818.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dp

[leaf1415's solution](#)

2819.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[leaf1415's solution](#)

2820.

2190B2

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

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[leaf1415's solution](#)

2821.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[leaf1415's solution](#)

2822.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[leaf1415's solution](#)

2823.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[leaf1415's solution](#)

2824.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[leaf1415's solution](#)

2825.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[leaf1415's solution](#)

2826.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[leaf1415's solution](#)

2827.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[leaf1415's solution](#)

2828.

2128E1

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

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[leaf1415's solution](#)

2829.

2111E

[Changing the String · Tutorial](#)

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[leaf1415's solution](#)

2830.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[leaf1415's solution](#)

2831.

2064D

[Eating · Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[leaf1415's solution](#)

2832.

2066B

[White Magic · Tutorial](#)

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[leaf1415's solution](#)

2833.

2059D

[Graph and Graph · Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[leaf1415's solution](#)

2834.

2053E

[Resourceful Caterpillar Sequence · Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[leaf1415's solution](#)

2835.

2040D

[Non Prime Tree · Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[leaf1415's solution](#)

2836.

2042D

[Recommendations · Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[leaf1415's solution](#)

2837.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[leaf1415's solution](#)

2838.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[leaf1415's solution](#)

2839.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[leaf1415's solution](#)

2840.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[leaf1415's solution](#)

2841.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[leaf1415's solution](#)

2842.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[leaf1415's solution](#)

2843.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[leaf1415's solution](#)

2844.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[leaf1415's solution](#)

2845.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[leaf1415's solution](#)

2846.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs,

greedy, math, number theory, trees

[leaf1415's solution](#)

2847.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[leaf1415's solution](#)

2848.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[leaf1415's solution](#)

2849.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[leaf1415's solution](#)

2850.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[leaf1415's solution](#)

2851.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[leaf1415's solution](#)

2852.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[leaf1415's solution](#)

2853.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[leaf1415's solution](#)

2854.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[leaf1415's solution](#)

2855.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[leaf1415's solution](#)

2856.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp,

implementation

[leaf1415's solution](#)

2857.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,633 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[leaf1415's solution](#)

2858.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[leaf1415's solution](#)

2859.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[leaf1415's solution](#)

2860.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[leaf1415's solution](#)

2861.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[leaf1415's solution](#)

2862.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[leaf1415's solution](#)

2863.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[leaf1415's solution](#)

2864.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[leaf1415's solution](#)

2865.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[leaf1415's solution](#)

2866.

1823D

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

Quality: 4,313 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[leaf1415's solution](#)

2867.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[leaf1415's solution](#)

2868.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[leaf1415's solution](#)

2869.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[leaf1415's solution](#)

2870.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[leaf1415's solution](#)

2871.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[leaf1415's solution](#)

2872.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[leaf1415's solution](#)

2873.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[leaf1415's solution](#)

2874.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[leaf1415's solution](#)

2875.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[leaf1415's solution](#)

2876.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[leaf1415's solution](#)

2877.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[leaf1415's solution](#)

2878.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[leaf1415's solution](#)

2879.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[leaf1415's solution](#)

2880.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[leaf1415's solution](#)

2881.

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[leaf1415's solution](#)

2882.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[leaf1415's solution](#)

2883.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[leaf1415's solution](#)

2884.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[leaf1415's solution](#)

2885.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math

[leaf1415's solution](#)

2886.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[leaf1415's solution](#)

2887.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[leaf1415's solution](#)

2888.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[leaf1415's solution](#)

2889.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[leaf1415's solution](#)

2890.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[leaf1415's solution](#)

2891.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[leaf1415's solution](#)

2892.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[leaf1415's solution](#)

2893.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[leaf1415's solution](#)

2894.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[leaf1415's solution](#)

2895.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, math

[leaf1415's solution](#)

2896.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[leaf1415's solution](#)

2897.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · last AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[leaf1415's solution](#)

2898.

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[leaf1415's solution](#)

2899.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[leaf1415's solution](#)

2900.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[leaf1415's solution](#)

2901.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[leaf1415's solution](#)

2902.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[leaf1415's solution](#)

2903.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, sortings

[leaf1415's solution](#)

2904.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, implementation, two pointers

[leaf1415's solution](#)

2905.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[leaf1415's solution](#)

2906.

438B

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

Rating: 1900 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, dsu, sortings

[leaf1415's solution](#)

2907.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[leaf1415's solution](#)

2908.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[leaf1415's solution](#)

2909.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[leaf1415's solution](#)

2910.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[leaf1415's solution](#)

2911.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,853 global accepts · Rating: 1900 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[leaf1415's solution](#)

2912.

477B

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

Rating: 1900 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

2913.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[leaf1415's solution](#)

2914.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[leaf1415's solution](#)

2915.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[leaf1415's solution](#)

2916.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[leaf1415's solution](#)

2917.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[leaf1415's solution](#)

2918.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[leaf1415's solution](#)

2919.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[leaf1415's solution](#)

2920.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu

[leaf1415's solution](#)

2921.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[leaf1415's solution](#)

2922.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[leaf1415's solution](#)

2923.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[leaf1415's solution](#)

2924.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[leaf1415's solution](#)

2925.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[leaf1415's solution](#)

2926.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[leaf1415's solution](#)

2927.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[leaf1415's solution](#)

2928.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[leaf1415's solution](#)

2929.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, matrices

[leaf1415's solution](#)

2930.

599D

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

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[leaf1415's solution](#)

2931.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[leaf1415's solution](#)

2932.

1593D2

[Half of Same](#) · [Tutorial](#)

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613A

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1569D

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653C

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3030.

1181C

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Quality: 3,404 global accepts · Rating: 1900 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[leaf1415's solution](#)

3031.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

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3032.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[leaf1415's solution](#)

3033.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[leaf1415's solution](#)

3034.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,843 global accepts · Rating: 1900 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[leaf1415's solution](#)

3035.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[leaf1415's solution](#)

3036.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[leaf1415's solution](#)

3037.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[leaf1415's solution](#)

3038.

1285D

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

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[leaf1415's solution](#)

3039.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings

[leaf1415's solution](#)

3040.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[leaf1415's solution](#)

3041.

1272E

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

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[leaf1415's solution](#)

3042.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[leaf1415's solution](#)

3043.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[leaf1415's solution](#)

3044.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1900 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[leaf1415's solution](#)

3045.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1900 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[leaf1415's solution](#)

3046.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[leaf1415's solution](#)

3047.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[leaf1415's solution](#)

3048.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, strings
[leaf1415's solution](#)

3049.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation
[leaf1415's solution](#)

3050.

1216E1

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

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: binary search, brute force, math
[leaf1415's solution](#)

3051.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory
[leaf1415's solution](#)

3052.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing
[leaf1415's solution](#)

3053.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[leaf1415's solution](#)

3054.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation
[leaf1415's solution](#)

3055.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math
[leaf1415's solution](#)

3056.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers
[leaf1415's solution](#)

3057.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[leaf1415's solution](#)

3058.

1202D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[leaf1415's solution](#)

3059.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: dp, greedy, math

[leaf1415's solution](#)

3060.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[leaf1415's solution](#)

3061.

1183H

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

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: dp, strings

[leaf1415's solution](#)

3062.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[leaf1415's solution](#)

3063.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,067 global accepts · Rating: 1900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

3064.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[leaf1415's solution](#)

3065.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: brute force, geometry

[leaf1415's solution](#)

3066.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, math

[leaf1415's solution](#)

3067.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: hashing, implementation, strings

[leaf1415's solution](#)

3068.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

3069.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and

conquer, dp, greedy

[leaf1415's solution](#)

3070.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[leaf1415's solution](#)

3071.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[leaf1415's solution](#)

3072.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory, strings

[leaf1415's solution](#)

3073.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[leaf1415's solution](#)

3074.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[leaf1415's solution](#)

3075.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: binary search

[leaf1415's solution](#)

3076.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: dp

[leaf1415's solution](#)

3077.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[leaf1415's solution](#)

3078.

1095F

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

Quality: 7,573 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[leaf1415's solution](#)

3079.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[leaf1415's solution](#)

3080.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[leaf1415's solution](#)

3081.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[leaf1415's solution](#)

3082.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: interactive, trees

[leaf1415's solution](#)

3083.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[leaf1415's solution](#)

3084.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[leaf1415's solution](#)

3085.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[leaf1415's solution](#)

3086.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1900 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[leaf1415's solution](#)

3087.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

3088.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[leaf1415's solution](#)

3089.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[leaf1415's solution](#)

3090.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar, dsu, graphs, matrices

[leaf1415's solution](#)

3091.

1000D

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

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[leaf1415's solution](#)

3092.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[leaf1415's solution](#)

3093.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees

[leaf1415's solution](#)

3094.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: data structures

[leaf1415's solution](#)

3095.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,813 global accepts · Rating: 1900 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: math, probabilities

[leaf1415's solution](#)

3096.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[leaf1415's solution](#)

3097.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[leaf1415's solution](#)

3098.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[leaf1415's solution](#)

3099.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[leaf1415's solution](#)

3100.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[leaf1415's solution](#)

3101.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[leaf1415's solution](#)

3102.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,310 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[leaf1415's solution](#)

3103.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[leaf1415's solution](#)

3104.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[leaf1415's solution](#)

3105.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[leaf1415's solution](#)

3106.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[leaf1415's solution](#)

3107.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[leaf1415's solution](#)

3108.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[leaf1415's solution](#)

3109.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[leaf1415's solution](#)

3110.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, dp, graphs, greedy, implementation, ternary search

[leaf1415's solution](#)

3111.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[leaf1415's solution](#)

3112.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[leaf1415's solution](#)

3113.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[leaf1415's solution](#)

3114.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,608 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[leaf1415's solution](#)

3115.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[leaf1415's solution](#)

3116.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,799 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[leaf1415's solution](#)

3117.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[leaf1415's solution](#)

3118.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

3119.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[leaf1415's solution](#)

3120.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[leaf1415's solution](#)

3121.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,512 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[leaf1415's solution](#)

3122.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[leaf1415's solution](#)

3123.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[leaf1415's solution](#)

3124.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[leaf1415's solution](#)

3125.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[leaf1415's solution](#)

3126.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-24 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[leaf1415's solution](#)

3127.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[leaf1415's solution](#)

3128.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[leaf1415's solution](#)

3129.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[leaf1415's solution](#)

3130.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[leaf1415's solution](#)

3131.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[leaf1415's solution](#)

3132.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[leaf1415's solution](#)

3133.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[leaf1415's solution](#)

3134.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[leaf1415's solution](#)

3135.

1763C

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Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[leaf1415's solution](#)

3136.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

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3137.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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3138.

1753C

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Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[leaf1415's solution](#)

3139.

1744F

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Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

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3140.

1741F

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Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math,

sortings

[leaf1415's solution](#)

3141.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[leaf1415's solution](#)

3142.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[leaf1415's solution](#)

3143.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[leaf1415's solution](#)

3144.

1712D

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Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[leaf1415's solution](#)

3145.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[leaf1415's solution](#)

3146.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[leaf1415's solution](#)

3147.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[leaf1415's solution](#)

3148.

1696E

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Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[leaf1415's solution](#)

3149.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[leaf1415's solution](#)

3150.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings,

strings

[leaf1415's solution](#)

3151.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[leaf1415's solution](#)

3152.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[leaf1415's solution](#)

3153.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[leaf1415's solution](#)

3154.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[leaf1415's solution](#)

3155.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[leaf1415's solution](#)

3156.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[leaf1415's solution](#)

3157.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[leaf1415's solution](#)

3158.

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[leaf1415's solution](#)

3159.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[leaf1415's solution](#)

3160.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms,

implementation, sortings

[leaf1415's solution](#)

3161.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy

[leaf1415's solution](#)

3162.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[leaf1415's solution](#)

3163.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[leaf1415's solution](#)

3164.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry

[leaf1415's solution](#)

3165.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[leaf1415's solution](#)

3166.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[leaf1415's solution](#)

3167.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[leaf1415's solution](#)

3168.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[leaf1415's solution](#)

3169.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[leaf1415's solution](#)

3170.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math

[leaf1415's solution](#)

3171.

516B

[Brazil and Tiles](#) · [Tutorial](#)

Quality: 2000 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy, implementation

[leaf1415's solution](#)

3172.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[leaf1415's solution](#)

3173.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[leaf1415's solution](#)

3174.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[leaf1415's solution](#)

3175.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[leaf1415's solution](#)

3176.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[leaf1415's solution](#)

3177.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[leaf1415's solution](#)

3178.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[leaf1415's solution](#)

3179.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[leaf1415's solution](#)

3180.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[leaf1415's solution](#)

3181.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
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3182.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: ternary search
[leaf1415's solution](#)

3183.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[leaf1415's solution](#)

3184.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
[leaf1415's solution](#)

3185.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive
[leaf1415's solution](#)

3186.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp
[leaf1415's solution](#)

3187.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
[leaf1415's solution](#)

3188.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,164 global accepts · Rating: 2000 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers
[leaf1415's solution](#)

3189.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings
[leaf1415's solution](#)

3190.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, trees
[leaf1415's solution](#)

3191.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[leaf1415's solution](#)

3192.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[leaf1415's solution](#)

3193.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[leaf1415's solution](#)

3194.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[leaf1415's solution](#)

3195.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leaf1415's solution](#)

3196.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[leaf1415's solution](#)

3197.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[leaf1415's solution](#)

3198.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

3199.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[leaf1415's solution](#)

3200.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[leaf1415's solution](#)

3201.

663B

[International Olympiad](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[leaf1415's solution](#)

3202.

668D

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[leaf1415's solution](#)

3203.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[leaf1415's solution](#)

3204.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[leaf1415's solution](#)

3205.

676D

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

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, shortest paths

[leaf1415's solution](#)

3206.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[leaf1415's solution](#)

3207.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[leaf1415's solution](#)

3208.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[leaf1415's solution](#)

3209.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[leaf1415's solution](#)

3210.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp

[leaf1415's solution](#)

3211.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[leaf1415's solution](#)

3212.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[leaf1415's solution](#)

3213.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[leaf1415's solution](#)

3214.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[leaf1415's solution](#)

3215.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[leaf1415's solution](#)

3216.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[leaf1415's solution](#)

3217.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[leaf1415's solution](#)

3218.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[leaf1415's solution](#)

3219.

766D

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

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[leaf1415's solution](#)

3220.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[leaf1415's solution](#)

3221.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[leaf1415's solution](#)

3222.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[leaf1415's solution](#)

3223.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[leaf1415's solution](#)

3224.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[leaf1415's solution](#)

3225.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[leaf1415's solution](#)

3226.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[leaf1415's solution](#)

3227.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[leaf1415's solution](#)

3228.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[leaf1415's solution](#)

3229.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[leaf1415's solution](#)

3230.

803F

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

Quality: 4,640 global accepts · Rating: 2000 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[leaf1415's solution](#)

3231.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[leaf1415's solution](#)

3232.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[leaf1415's solution](#)

3233.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[leaf1415's solution](#)

3234.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[leaf1415's solution](#)

3235.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[leaf1415's solution](#)

3236.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

3237.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[leaf1415's solution](#)

3238.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[leaf1415's solution](#)

3239.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,041 global accepts · Rating: 2000 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, interactive

[leaf1415's solution](#)

3240.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2000 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[leaf1415's solution](#)

3241.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[leaf1415's solution](#)

3242.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, interactive
[leaf1415's solution](#)

3243.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp
[leaf1415's solution](#)

3244.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees
[leaf1415's solution](#)

3245.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, strings
[leaf1415's solution](#)

3246.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

3247.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[leaf1415's solution](#)

3248.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[leaf1415's solution](#)

3249.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive
[leaf1415's solution](#)

3250.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math
[leaf1415's solution](#)

3251.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers
[leaf1415's solution](#)

3252.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,621 global accepts · Rating: 2000 · first AC: 2020-11-24 · last AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[leaf1415's solution](#)

3253.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[leaf1415's solution](#)

3254.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[leaf1415's solution](#)

3255.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[leaf1415's solution](#)

3256.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[leaf1415's solution](#)

3257.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[leaf1415's solution](#)

3258.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[leaf1415's solution](#)

3259.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,631 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[leaf1415's solution](#)

3260.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[leaf1415's solution](#)

3261.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[leaf1415's solution](#)

3262.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,081 global accepts · Rating: 2000 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[leaf1415's solution](#)

3263.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

3264.

1427C

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

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

[leaf1415's solution](#)

3265.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · last AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[leaf1415's solution](#)

3266.

1426F

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

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

[leaf1415's solution](#)

3267.

1416C

[XOR Inverse](#) · [Tutorial](#)

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

[leaf1415's solution](#)

3268.

1416B

[Make Them Equal](#) · [Tutorial](#)

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

[leaf1415's solution](#)

3269.

1391D

[505](#) · [Tutorial](#)

Quality: 5,770 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[leaf1415's solution](#)

3270.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[leaf1415's solution](#)

3271.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[leaf1415's solution](#)

3272.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs

[leaf1415's solution](#)

3273.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[leaf1415's solution](#)

3274.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[leaf1415's solution](#)

3275.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,499 global accepts · Rating: 2000 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[leaf1415's solution](#)

3276.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[leaf1415's solution](#)

3277.

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[leaf1415's solution](#)

3278.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[leaf1415's solution](#)

3279.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, math

[leaf1415's solution](#)

3280.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[leaf1415's solution](#)

3281.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

3282.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[leaf1415's solution](#)

3283.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[leaf1415's solution](#)

3284.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[leaf1415's solution](#)

3285.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[leaf1415's solution](#)

3286.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[leaf1415's solution](#)

3287.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[leaf1415's solution](#)

3288.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[leaf1415's solution](#)

3289.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[leaf1415's solution](#)

3290.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2020-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[leaf1415's solution](#)

3291.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[leaf1415's solution](#)

3292.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · last AC: 2020-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[leaf1415's solution](#)

3293.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp
[leaf1415's solution](#)

3294.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers
[leaf1415's solution](#)

3295.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[leaf1415's solution](#)

3296.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[leaf1415's solution](#)

3297.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings, strings
[leaf1415's solution](#)

3298.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[leaf1415's solution](#)

3299.

1244C

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

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[leaf1415's solution](#)

3300.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers
[leaf1415's solution](#)

3301.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-10 · GNU C++11 (first AC) · Tags: dp, two pointers
[leaf1415's solution](#)

3302.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: math
[leaf1415's solution](#)

3303.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[leaf1415's solution](#)

3304.

1209E1

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

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[leaf1415's solution](#)

3305.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[leaf1415's solution](#)

3306.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[leaf1415's solution](#)

3307.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[leaf1415's solution](#)

3308.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[leaf1415's solution](#)

3309.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[leaf1415's solution](#)

3310.

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[leaf1415's solution](#)

3311.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[leaf1415's solution](#)

3312.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[leaf1415's solution](#)

3313.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[leaf1415's solution](#)

3314.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[leaf1415's solution](#)

3315.

1165F1

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

Quality: 2,151 global accepts · Rating: 2000 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: binary search, greedy

[leaf1415's solution](#)

3316.

1165F2

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

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[leaf1415's solution](#)

3317.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: games

[leaf1415's solution](#)

3318.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[leaf1415's solution](#)

3319.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[leaf1415's solution](#)

3320.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 2000 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: dp

[leaf1415's solution](#)

3321.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[leaf1415's solution](#)

3322.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[leaf1415's solution](#)

3323.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[leaf1415's solution](#)

3324.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

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3325.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

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3326.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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3327.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[leaf1415's solution](#)

3328.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

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3329.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

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3330.

1061D

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Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

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3331.

1033D

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Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

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3332.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

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3333.

1029F

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Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

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3334.

1010D

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Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-27 · last AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

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3335.

1009E

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Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[leaf1415's solution](#)

3336.

997B

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Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

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3337.

999F

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Quality: 3,266 global accepts · Rating: 2000 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

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3338.

999E

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3339.

975D

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Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: geometry, math

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3340.

963B

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Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[leaf1415's solution](#)

3341.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,874 global accepts · Rating: 2000 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: geometry

[leaf1415's solution](#)

3342.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

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3343.

934D

[A Determined Cleanup](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: math

[leaf1415's solution](#)

3344.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[leaf1415's solution](#)

3345.

2152E

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Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[leaf1415's solution](#)

3346.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[leaf1415's solution](#)

3347.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[leaf1415's solution](#)

3348.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[leaf1415's solution](#)

3349.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

3350.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[leaf1415's solution](#)

3351.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[leaf1415's solution](#)

3352.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[leaf1415's solution](#)

3353.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[leaf1415's solution](#)

3354.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[leaf1415's solution](#)

3355.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[leaf1415's solution](#)

3356.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[leaf1415's solution](#)

3357.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[leaf1415's solution](#)

3358.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[leaf1415's solution](#)

3359.

1998D

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Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[leaf1415's solution](#)

3360.

1942D

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Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[leaf1415's solution](#)

3361.

1948E

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Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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3362.

1934D1

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Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[leaf1415's solution](#)

3363.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

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3364.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[leaf1415's solution](#)

3365.

1920E

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

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[leaf1415's solution](#)

3366.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[leaf1415's solution](#)

3367.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

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3368.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[leaf1415's solution](#)

3369.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[leaf1415's solution](#)

3370.

1876C

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Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[leaf1415's solution](#)

3371.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

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3372.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[leaf1415's solution](#)

3373.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

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3374.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive
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3375.

1839D

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Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings
[leaf1415's solution](#)

3376.

1821E

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Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings
[leaf1415's solution](#)

3377.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[leaf1415's solution](#)

3378.

1810E

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Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
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3379.

1808D

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

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers
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3380.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings
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3381.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
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3382.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,000 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees
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3383.

1775E

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Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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3384.

1767C

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Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
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3385.

1762D

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3386.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees
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3387.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[leaf1415's solution](#)

3388.

1748D

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Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory
[leaf1415's solution](#)

3389.

1732C2

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Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers
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3390.

1734E

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Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory
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3391.

1729G

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Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers
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3392.

1710B

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Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
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3393.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · last AC: 2022-05-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

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3394.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[leaf1415's solution](#)

3395.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

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3396.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

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3397.

1654D

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3398.

1650G

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Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

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3399.

455C

[Civilization](#) · [Tutorial](#)

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3400.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[leaf1415's solution](#)

3401.

464C

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Quality: 1,952 global accepts · Rating: 2100 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

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3402.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, sortings, two pointers

[leaf1415's solution](#)

3403.

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[leaf1415's solution](#)

3404.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[leaf1415's solution](#)

3405.

498C

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Quality: 4,190 global accepts · Rating: 2100 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, number theory

[leaf1415's solution](#)

3406.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[leaf1415's solution](#)

3407.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[leaf1415's solution](#)

3408.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[leaf1415's solution](#)

3409.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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3410.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

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3411.

576B

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

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

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3412.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

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3413.

587B

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Quality: 1,496 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

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3414.

1605D

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Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

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3415.

590B

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Quality: 2,030 global accepts · Rating: 2100 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

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3416.

1606E

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Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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3417.

601B

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Quality: 2,423 global accepts · Rating: 2100 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[leaf1415's solution](#)

3418.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[leaf1415's solution](#)

3419.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[leaf1415's solution](#)

3420.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[leaf1415's solution](#)

3421.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[leaf1415's solution](#)

3422.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[leaf1415's solution](#)

3423.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[leaf1415's solution](#)

3424.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,529 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[leaf1415's solution](#)

3425.

632D

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

Quality: 4,588 global accepts · Rating: 2100 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[leaf1415's solution](#)

3426.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[leaf1415's solution](#)

3427.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[leaf1415's solution](#)

3428.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[leaf1415's solution](#)

3429.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[leaf1415's solution](#)

3430.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[leaf1415's solution](#)

3431.

665E

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

Quality: 4,426 global accepts · Rating: 2100 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[leaf1415's solution](#)

3432.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[leaf1415's solution](#)

3433.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[leaf1415's solution](#)

3434.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[leaf1415's solution](#)

3435.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[leaf1415's solution](#)

3436.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[leaf1415's solution](#)

3437.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[leaf1415's solution](#)

3438.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[leaf1415's solution](#)

3439.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[leaf1415's solution](#)

3440.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[leaf1415's solution](#)

3441.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[leaf1415's solution](#)

3442.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[leaf1415's solution](#)

3443.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, trees

[leaf1415's solution](#)

3444.

752E

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

Rating: 2100 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[leaf1415's solution](#)

3445.

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, strings

[leaf1415's solution](#)

3446.

754D

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

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[leaf1415's solution](#)

3447.

1511E

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

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

[leaf1415's solution](#)

3448.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[leaf1415's solution](#)

3449.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry

[leaf1415's solution](#)

3450.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[leaf1415's solution](#)

3451.

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[leaf1415's solution](#)

3452.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[leaf1415's solution](#)

3453.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[leaf1415's solution](#)

3454.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · last AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[leaf1415's solution](#)

3455.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games
[leaf1415's solution](#)

3456.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[leaf1415's solution](#)

3457.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees
[leaf1415's solution](#)

3458.

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
[leaf1415's solution](#)

3459.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers
[leaf1415's solution](#)

3460.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs
[leaf1415's solution](#)

3461.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees
[leaf1415's solution](#)

3462.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar
[leaf1415's solution](#)

3463.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[leaf1415's solution](#)

3464.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, meet-in-the-middle
[leaf1415's solution](#)

3465.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[leaf1415's solution](#)

3466.

1479B2

[Painting the Array II · Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[leaf1415's solution](#)

3467.

821E

[Okabe and El Psy Kongroo · Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[leaf1415's solution](#)

3468.

818F

[Level Generation · Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[leaf1415's solution](#)

3469.

827C

[DNA Evolution · Tutorial](#)

Quality: 1,791 global accepts · Rating: 2100 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[leaf1415's solution](#)

3470.

837E

[Vasya's Function · Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[leaf1415's solution](#)

3471.

837D

[Round Subset · Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[leaf1415's solution](#)

3472.

840B

[Leha and another game about graph · Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[leaf1415's solution](#)

3473.

850B

[Arpa and a list of numbers · Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory

[leaf1415's solution](#)

3474.

853C

[Boredom · Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[leaf1415's solution](#)

3475.

1472F

[New Year's Puzzle · Tutorial](#)

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[leaf1415's solution](#)

3476.

1472G

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

Quality: 5,645 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[leaf1415's solution](#)

3477.

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[leaf1415's solution](#)

3478.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[leaf1415's solution](#)

3479.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[leaf1415's solution](#)

3480.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[leaf1415's solution](#)

3481.

877D

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

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[leaf1415's solution](#)

3482.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[leaf1415's solution](#)

3483.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

3484.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings

[leaf1415's solution](#)

3485.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[leaf1415's solution](#)

3486.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2100 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices, sortings
[leaf1415's solution](#)

3487.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry
[leaf1415's solution](#)

3488.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp
[leaf1415's solution](#)

3489.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[leaf1415's solution](#)

3490.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
[leaf1415's solution](#)

3491.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[leaf1415's solution](#)

3492.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees
[leaf1415's solution](#)

3493.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[leaf1415's solution](#)

3494.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[leaf1415's solution](#)

3495.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
[leaf1415's solution](#)

3496.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[leaf1415's solution](#)

3497.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[leaf1415's solution](#)

3498.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[leaf1415's solution](#)

3499.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[leaf1415's solution](#)

3500.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[leaf1415's solution](#)

3501.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[leaf1415's solution](#)

3502.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[leaf1415's solution](#)

3503.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[leaf1415's solution](#)

3504.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, greedy

[leaf1415's solution](#)

3505.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[leaf1415's solution](#)

3506.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[leaf1415's solution](#)

3507.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive, math

[leaf1415's solution](#)

3508.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[leaf1415's solution](#)

3509.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[leaf1415's solution](#)

3510.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[leaf1415's solution](#)

3511.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[leaf1415's solution](#)

3512.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,730 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[leaf1415's solution](#)

3513.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[leaf1415's solution](#)

3514.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[leaf1415's solution](#)

3515.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[leaf1415's solution](#)

3516.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

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3517.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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3518.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

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3519.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

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3520.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[leaf1415's solution](#)

3521.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

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3522.

1271D

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Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[leaf1415's solution](#)

3523.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings

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3524.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

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3525.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[leaf1415's solution](#)

3526.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: data structures, implementation

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3527.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[leaf1415's solution](#)

3528.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: data structures

[leaf1415's solution](#)

3529.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[leaf1415's solution](#)

3530.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-10 · GNU C++11 (first AC) · Tags: dp, sortings, trees

[leaf1415's solution](#)

3531.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

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3532.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, greedy

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3533.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[leaf1415's solution](#)

3534.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[leaf1415's solution](#)

3535.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[leaf1415's solution](#)

3536.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings

[leaf1415's solution](#)

3537.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy

[leaf1415's solution](#)

3538.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[leaf1415's solution](#)

3539.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation

[leaf1415's solution](#)

3540.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: data structures, two pointers

[leaf1415's solution](#)

3541.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 2100 · first AC: 2019-06-30 · last AC: 2019-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[leaf1415's solution](#)

3542.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[leaf1415's solution](#)

3543.

1185G1

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

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[leaf1415's solution](#)

3544.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[leaf1415's solution](#)

3545.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[leaf1415's solution](#)

3546.

1166E

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

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[leaf1415's solution](#)

3547.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[leaf1415's solution](#)

3548.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[leaf1415's solution](#)

3549.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: dp, strings

[leaf1415's solution](#)

3550.

1152D

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

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[leaf1415's solution](#)

3551.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math

[leaf1415's solution](#)

3552.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[leaf1415's solution](#)

3553.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: dp, strings

[leaf1415's solution](#)

3554.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,217 global accepts · Rating: 2100 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: dp, math, matrices

[leaf1415's solution](#)

3555.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[leaf1415's solution](#)

3556.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[leaf1415's solution](#)

3557.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[leaf1415's solution](#)

3558.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[leaf1415's solution](#)

3559.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry

[leaf1415's solution](#)

3560.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[leaf1415's solution](#)

3561.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[leaf1415's solution](#)

3562.

1029E

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

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[leaf1415's solution](#)

3563.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[leaf1415's solution](#)

3564.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[leaf1415's solution](#)

3565.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[leaf1415's solution](#)

3566.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

3567.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[leaf1415's solution](#)

3568.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
[leaf1415's solution](#)

3569.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[leaf1415's solution](#)

3570.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive
[leaf1415's solution](#)

3571.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities
[leaf1415's solution](#)

3572.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math
[leaf1415's solution](#)

3573.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
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3574.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
[leaf1415's solution](#)

3575.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math
[leaf1415's solution](#)

3576.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
[leaf1415's solution](#)

3577.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[leaf1415's solution](#)

3578.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[leaf1415's solution](#)

3579.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[leaf1415's solution](#)

3580.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[leaf1415's solution](#)

3581.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[leaf1415's solution](#)

3582.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[leaf1415's solution](#)

3583.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

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3584.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[leaf1415's solution](#)

3585.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[leaf1415's solution](#)

3586.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[leaf1415's solution](#)

3587.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[leaf1415's solution](#)

3588.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
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3589.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
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3590.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs
[leaf1415's solution](#)

3591.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp
[leaf1415's solution](#)

3592.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[leaf1415's solution](#)

3593.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[leaf1415's solution](#)

3594.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
[leaf1415's solution](#)

3595.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[leaf1415's solution](#)

3596.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees
[leaf1415's solution](#)

3597.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[leaf1415's solution](#)

3598.

1795E

[Explosions? · Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[leaf1415's solution](#)

3599.

1788E

[Sum Over Zero · Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[leaf1415's solution](#)

3600.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[leaf1415's solution](#)

3601.

1777E

[Edge Reverse · Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[leaf1415's solution](#)

3602.

1763E

[Node Pairs · Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[leaf1415's solution](#)

3603.

1763D

[Valid Bitonic Permutations · Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[leaf1415's solution](#)

3604.

1741G

[Kirill and Company · Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[leaf1415's solution](#)

3605.

1736D

[Equal Binary Subsequences · Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[leaf1415's solution](#)

3606.

1737D

[Ela and the Wiring Wizard · Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[leaf1415's solution](#)

3607.

1730D

[Prefixes and Suffixes · Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[leaf1415's solution](#)

3608.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[leaf1415's solution](#)

3609.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[leaf1415's solution](#)

3610.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[leaf1415's solution](#)

3611.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[leaf1415's solution](#)

3612.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[leaf1415's solution](#)

3613.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[leaf1415's solution](#)

3614.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[leaf1415's solution](#)

3615.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2200 · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[leaf1415's solution](#)

3616.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[leaf1415's solution](#)

3617.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[leaf1415's solution](#)

3618.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[leaf1415's solution](#)

3619.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[leaf1415's solution](#)

3620.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[leaf1415's solution](#)

3621.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[leaf1415's solution](#)

3622.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

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3623.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[leaf1415's solution](#)

3624.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[leaf1415's solution](#)

3625.

477C

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

Rating: 2200 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dp

[leaf1415's solution](#)

3626.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[leaf1415's solution](#)

3627.

506B

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

Rating: 2200 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[leaf1415's solution](#)

3628.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[leaf1415's solution](#)

3629.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[leaf1415's solution](#)

3630.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[leaf1415's solution](#)

3631.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[leaf1415's solution](#)

3632.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[leaf1415's solution](#)

3633.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[leaf1415's solution](#)

3634.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[leaf1415's solution](#)

3635.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[leaf1415's solution](#)

3636.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[leaf1415's solution](#)

3637.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[leaf1415's solution](#)

3638.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[leaf1415's solution](#)

3639.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[leaf1415's solution](#)

3640.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2200 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[leaf1415's solution](#)

3641.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2200 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[leaf1415's solution](#)

3642.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[leaf1415's solution](#)

3643.

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

3644.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[leaf1415's solution](#)

3645.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[leaf1415's solution](#)

3646.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[leaf1415's solution](#)

3647.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[leaf1415's solution](#)

3648.

1580C

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

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[leaf1415's solution](#)

3649.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[leaf1415's solution](#)

3650.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[leaf1415's solution](#)

3651.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, two pointers

[leaf1415's solution](#)

3652.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,615 global accepts · Rating: 2200 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[leaf1415's solution](#)

3653.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,897 global accepts · Rating: 2200 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[leaf1415's solution](#)

3654.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[leaf1415's solution](#)

3655.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[leaf1415's solution](#)

3656.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,283 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[leaf1415's solution](#)

3657.

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[leaf1415's solution](#)

3658.

657B

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

Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

3659.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[leaf1415's solution](#)

3660.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[leaf1415's solution](#)

3661.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[leaf1415's solution](#)

3662.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[leaf1415's solution](#)

3663.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[leaf1415's solution](#)

3664.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[leaf1415's solution](#)

3665.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[leaf1415's solution](#)

3666.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[leaf1415's solution](#)

3667.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[leaf1415's solution](#)

3668.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[leaf1415's solution](#)

3669.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[leaf1415's solution](#)

3670.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

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3671.

1537F

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Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[leaf1415's solution](#)

3672.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[leaf1415's solution](#)

3673.

691F

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Quality: 1,437 global accepts · Rating: 2200 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory

[leaf1415's solution](#)

3674.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[leaf1415's solution](#)

3675.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[leaf1415's solution](#)

3676.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[leaf1415's solution](#)

3677.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[leaf1415's solution](#)

3678.

713B

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

Quality: 1,508 global accepts · Rating: 2200 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[leaf1415's solution](#)

3679.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[leaf1415's solution](#)

3680.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[leaf1415's solution](#)

3681.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[leaf1415's solution](#)

3682.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[leaf1415's solution](#)

3683.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[leaf1415's solution](#)

3684.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[leaf1415's solution](#)

3685.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[leaf1415's solution](#)

3686.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[leaf1415's solution](#)

3687.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[leaf1415's solution](#)

3688.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[leaf1415's solution](#)

3689.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[leaf1415's solution](#)

3690.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2021-04-08 · last AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[leaf1415's solution](#)

3691.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[leaf1415's solution](#)

3692.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[leaf1415's solution](#)

3693.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[leaf1415's solution](#)

3694.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, math

[leaf1415's solution](#)

3695.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[leaf1415's solution](#)

3696.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[leaf1415's solution](#)

3697.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[leaf1415's solution](#)

3698.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[leaf1415's solution](#)

3699.

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[leaf1415's solution](#)

3700.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[leaf1415's solution](#)

3701.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[leaf1415's solution](#)

3702.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[leaf1415's solution](#)

3703.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[leaf1415's solution](#)

3704.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,116 global accepts · Rating: 2200 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[leaf1415's solution](#)

3705.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[leaf1415's solution](#)

3706.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

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3707.

1477C

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Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

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3708.

833B

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Quality: 6,497 global accepts · Rating: 2200 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

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3709.

1474D

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Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math
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3710.

839D

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Quality: 3,552 global accepts · Rating: 2200 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
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3711.

850C

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Quality: 1,867 global accepts · Rating: 2200 · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games
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3712.

1467D

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Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
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3713.

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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3714.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
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3715.

868D

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Quality: 1,005 global accepts · Rating: 2200 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings
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3716.

863F

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Quality: 1,527 global accepts · Rating: 2200 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: flows
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3717.

875D

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Quality: 2,495 global accepts · Rating: 2200 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer
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3718.

1461E

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Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math
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3719.

894D

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Quality: 1,204 global accepts · Rating: 2200 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, trees
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3720.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings
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3721.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees
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3722.

954I

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Quality: 1,305 global accepts · Rating: 2200 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: fft, math
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3723.

965E

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Quality: 1,882 global accepts · Rating: 2200 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees
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3724.

1438D

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Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
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3725.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation
[leaf1415's solution](#)

3726.

1424M

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Quality: 616 global accepts · Rating: 2200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, sortings
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3727.

1425E

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Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[leaf1415's solution](#)

3728.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[leaf1415's solution](#)

3729.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[leaf1415's solution](#)

3730.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[leaf1415's solution](#)

3731.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[leaf1415's solution](#)

3732.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[leaf1415's solution](#)

3733.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[leaf1415's solution](#)

3734.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[leaf1415's solution](#)

3735.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[leaf1415's solution](#)

3736.

1353F

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Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[leaf1415's solution](#)

3737.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[leaf1415's solution](#)

3738.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[leaf1415's solution](#)

3739.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[leaf1415's solution](#)

3740.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[leaf1415's solution](#)

3741.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices
[leaf1415's solution](#)

3742.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[leaf1415's solution](#)

3743.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory
[leaf1415's solution](#)

3744.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers
[leaf1415's solution](#)

3745.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[leaf1415's solution](#)

3746.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory
[leaf1415's solution](#)

3747.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[leaf1415's solution](#)

3748.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees
[leaf1415's solution](#)

3749.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[leaf1415's solution](#)

3750.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[leaf1415's solution](#)

3751.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[leaf1415's solution](#)

3752.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, trees

[leaf1415's solution](#)

3753.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[leaf1415's solution](#)

3754.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: dp, strings, two pointers

[leaf1415's solution](#)

3755.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[leaf1415's solution](#)

3756.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[leaf1415's solution](#)

3757.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: greedy, two pointers

[leaf1415's solution](#)

3758.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: data structures, dp

[leaf1415's solution](#)

3759.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dp, trees

[leaf1415's solution](#)

3760.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: bitmasks, dp
[leaf1415's solution](#)

3761.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[leaf1415's solution](#)

3762.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: bitmasks, dp
[leaf1415's solution](#)

3763.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: bitmasks, dp
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3764.

1216E2

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

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: binary search, math
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3765.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[leaf1415's solution](#)

3766.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: data structures, implementation
[leaf1415's solution](#)

3767.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings
[leaf1415's solution](#)

3768.

1178F1

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Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp
[leaf1415's solution](#)

3769.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings
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3770.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and

conquer, dp, greedy, implementation, trees

[leaf1415's solution](#)

3771.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[leaf1415's solution](#)

3772.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[leaf1415's solution](#)

3773.

1159D

[The minimal unique substring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[leaf1415's solution](#)

3774.

1149B

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Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-30 · GNU C++11 (first AC) · Tags: dp, implementation, strings

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3775.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: brute force, interactive, math

[leaf1415's solution](#)

3776.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: binary search, brute force, interactive

[leaf1415's solution](#)

3777.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[leaf1415's solution](#)

3778.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures

[leaf1415's solution](#)

3779.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-20 · GNU C++11 (first AC) · Tags: dp

[leaf1415's solution](#)

3780.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

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3781.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[leaf1415's solution](#)

3782.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[leaf1415's solution](#)

3783.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[leaf1415's solution](#)

3784.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[leaf1415's solution](#)

3785.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[leaf1415's solution](#)

3786.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[leaf1415's solution](#)

3787.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[leaf1415's solution](#)

3788.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[leaf1415's solution](#)

3789.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-11 · last AC: 2018-05-11 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[leaf1415's solution](#)

3790.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: hashing, strings

[leaf1415's solution](#)

3791.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: dp

[leaf1415's solution](#)

3792.

2190C

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

Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[leaf1415's solution](#)

3793.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[leaf1415's solution](#)

3794.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[leaf1415's solution](#)

3795.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[leaf1415's solution](#)

3796.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[leaf1415's solution](#)

3797.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[leaf1415's solution](#)

3798.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[leaf1415's solution](#)

3799.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[leaf1415's solution](#)

3800.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[leaf1415's solution](#)

3801.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[leaf1415's solution](#)

3802.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[leaf1415's solution](#)

3803.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[leaf1415's solution](#)

3804.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[leaf1415's solution](#)

3805.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · last AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[leaf1415's solution](#)

3806.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[leaf1415's solution](#)

3807.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[leaf1415's solution](#)

3808.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[leaf1415's solution](#)

3809.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[leaf1415's solution](#)

3810.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[leaf1415's solution](#)

3811.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[leaf1415's solution](#)

3812.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle
[leaf1415's solution](#)

3813.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[leaf1415's solution](#)

3814.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[leaf1415's solution](#)

3815.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games
[leaf1415's solution](#)

3816.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[leaf1415's solution](#)

3817.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
[leaf1415's solution](#)

3818.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
[leaf1415's solution](#)

3819.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[leaf1415's solution](#)

3820.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[leaf1415's solution](#)

3821.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[leaf1415's solution](#)

3822.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[leaf1415's solution](#)

3823.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[leaf1415's solution](#)

3824.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[leaf1415's solution](#)

3825.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[leaf1415's solution](#)

3826.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[leaf1415's solution](#)

3827.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[leaf1415's solution](#)

3828.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[leaf1415's solution](#)

3829.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[leaf1415's solution](#)

3830.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[leaf1415's solution](#)

3831.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[leaf1415's solution](#)

3832.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[leaf1415's solution](#)

3833.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[leaf1415's solution](#)

3834.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[leaf1415's solution](#)

3835.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[leaf1415's solution](#)

3836.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[leaf1415's solution](#)

3837.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[leaf1415's solution](#)

3838.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[leaf1415's solution](#)

3839.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[leaf1415's solution](#)

3840.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[leaf1415's solution](#)

3841.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[leaf1415's solution](#)

3842.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[leaf1415's solution](#)

3843.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[leaf1415's solution](#)

3844.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[leaf1415's solution](#)

3845.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[leaf1415's solution](#)

3846.

1699D

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

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[leaf1415's solution](#)

3847.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[leaf1415's solution](#)

3848.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[leaf1415's solution](#)

3849.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[leaf1415's solution](#)

3850.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[leaf1415's solution](#)

3851.

1681F

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

Quality: 2,324 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[leaf1415's solution](#)

3852.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[leaf1415's solution](#)

3853.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[leaf1415's solution](#)

3854.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing

[leaf1415's solution](#)

3855.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[leaf1415's solution](#)

3856.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[leaf1415's solution](#)

3857.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[leaf1415's solution](#)

3858.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[leaf1415's solution](#)

3859.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[leaf1415's solution](#)

3860.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: probabilities

[leaf1415's solution](#)

3861.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[leaf1415's solution](#)

3862.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[leaf1415's solution](#)

3863.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings

[leaf1415's solution](#)

3864.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[leaf1415's solution](#)

3865.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[leaf1415's solution](#)

3866.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[leaf1415's solution](#)

3867.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[leaf1415's solution](#)

3868.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[leaf1415's solution](#)

3869.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[leaf1415's solution](#)

3870.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy

[leaf1415's solution](#)

3871.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[leaf1415's solution](#)

3872.

558D

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

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[leaf1415's solution](#)

3873.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 2300 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[leaf1415's solution](#)

3874.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[leaf1415's solution](#)

3875.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[leaf1415's solution](#)

3876.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-27 · last AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[leaf1415's solution](#)

3877.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[leaf1415's solution](#)

3878.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[leaf1415's solution](#)

3879.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[leaf1415's solution](#)

3880.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle
[leaf1415's solution](#)

3881.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dp
[leaf1415's solution](#)

3882.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, two pointers
[leaf1415's solution](#)

3883.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: games
[leaf1415's solution](#)

3884.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings
[leaf1415's solution](#)

3885.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities, sortings
[leaf1415's solution](#)

3886.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory
[leaf1415's solution](#)

3887.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[leaf1415's solution](#)

3888.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings
[leaf1415's solution](#)

3889.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[leaf1415's solution](#)

3890.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[leaf1415's solution](#)

3891.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[leaf1415's solution](#)

3892.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[leaf1415's solution](#)

3893.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[leaf1415's solution](#)

3894.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[leaf1415's solution](#)

3895.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[leaf1415's solution](#)

3896.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[leaf1415's solution](#)

3897.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[leaf1415's solution](#)

3898.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[leaf1415's solution](#)

3899.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[leaf1415's solution](#)

3900.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2021-07-12 · last AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[leaf1415's solution](#)

3901.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory

[leaf1415's solution](#)

3902.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[leaf1415's solution](#)

3903.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[leaf1415's solution](#)

3904.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[leaf1415's solution](#)

3905.

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[leaf1415's solution](#)

3906.

677E

[Vanya and Balloons](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2300 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, implementation

[leaf1415's solution](#)

3907.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[leaf1415's solution](#)

3908.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[leaf1415's solution](#)

3909.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[leaf1415's solution](#)

3910.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 2300 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees
[leaf1415's solution](#)

3911.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[leaf1415's solution](#)

3912.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities

[leaf1415's solution](#)

3913.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[leaf1415's solution](#)

3914.

715B

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

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[leaf1415's solution](#)

3915.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[leaf1415's solution](#)

3916.

727F

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

Quality: 957 global accepts · Rating: 2300 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[leaf1415's solution](#)

3917.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[leaf1415's solution](#)

3918.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[leaf1415's solution](#)

3919.

752F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: trees

[leaf1415's solution](#)

3920.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[leaf1415's solution](#)

3921.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[leaf1415's solution](#)

3922.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[leaf1415's solution](#)

3923.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[leaf1415's solution](#)

3924.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[leaf1415's solution](#)

3925.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2300 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[leaf1415's solution](#)

3926.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[leaf1415's solution](#)

3927.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[leaf1415's solution](#)

3928.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[leaf1415's solution](#)

3929.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[leaf1415's solution](#)

3930.

808E

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

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[leaf1415's solution](#)

3931.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[leaf1415's solution](#)

3932.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[leaf1415's solution](#)

3933.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2300 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[leaf1415's solution](#)

3934.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[leaf1415's solution](#)

3935.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math

[leaf1415's solution](#)

3936.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[leaf1415's solution](#)

3937.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[leaf1415's solution](#)

3938.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[leaf1415's solution](#)

3939.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[leaf1415's solution](#)

3940.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[leaf1415's solution](#)

3941.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, hashing
[leaf1415's solution](#)

3942.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[leaf1415's solution](#)

3943.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures
[leaf1415's solution](#)

3944.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs
[leaf1415's solution](#)

3945.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[leaf1415's solution](#)

3946.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[leaf1415's solution](#)

3947.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[leaf1415's solution](#)

3948.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[leaf1415's solution](#)

3949.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, math
[leaf1415's solution](#)

3950.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[leaf1415's solution](#)

3951.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[leaf1415's solution](#)

3952.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math
[leaf1415's solution](#)

3953.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[leaf1415's solution](#)

3954.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[leaf1415's solution](#)

3955.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[leaf1415's solution](#)

3956.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings
[leaf1415's solution](#)

3957.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
[leaf1415's solution](#)

3958.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[leaf1415's solution](#)

3959.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[leaf1415's solution](#)

3960.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[leaf1415's solution](#)

3961.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, sortings
[leaf1415's solution](#)

3962.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[leaf1415's solution](#)

3963.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees

[leaf1415's solution](#)

3964.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[leaf1415's solution](#)

3965.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[leaf1415's solution](#)

3966.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · last AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[leaf1415's solution](#)

3967.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[leaf1415's solution](#)

3968.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[leaf1415's solution](#)

3969.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[leaf1415's solution](#)

3970.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 2300 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[leaf1415's solution](#)

3971.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[leaf1415's solution](#)

3972.

1304F1

[Animal Observation \(easy version\) · Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[leaf1415's solution](#)

3973.

1268C

[K Integers · Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2020-01-28 · last AC: 2020-01-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[leaf1415's solution](#)

3974.

1292C

[Xenon's Attack on the Gangs · Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[leaf1415's solution](#)

3975.

1285E

[Delete a Segment · Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers
[leaf1415's solution](#)

3976.

1282D

[Enchanted Artifact · Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings
[leaf1415's solution](#)

3977.

1270E

[Divide Points · Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math
[leaf1415's solution](#)

3978.

1276C

[Beautiful Rectangle · Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math
[leaf1415's solution](#)

3979.

1254C

[Point Ordering · Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, interactive, math
[leaf1415's solution](#)

3980.

1245E

[Hyakugoku and Ladders · Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: dp, probabilities, shortest paths
[leaf1415's solution](#)

3981.

1245F

[Daniel and Spring Cleaning · Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[leaf1415's solution](#)

3982.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: dp, trees

[leaf1415's solution](#)

3983.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[leaf1415's solution](#)

3984.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[leaf1415's solution](#)

3985.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[leaf1415's solution](#)

3986.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[leaf1415's solution](#)

3987.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[leaf1415's solution](#)

3988.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[leaf1415's solution](#)

3989.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[leaf1415's solution](#)

3990.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: dp, greedy

[leaf1415's solution](#)

3991.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: dp

[leaf1415's solution](#)

3992.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures,

dp, shortest paths, sortings

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3993.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, games, greedy

[leaf1415's solution](#)

3994.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: math, matrices, number theory, two pointers

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3995.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: dp, probabilities

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3996.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings

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3997.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, probabilities

[leaf1415's solution](#)

3998.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[leaf1415's solution](#)

3999.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-05 · last AC: 2019-03-05 · GNU C++11 (first AC) · Tags: binary search, greedy

[leaf1415's solution](#)

4000.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[leaf1415's solution](#)

4001.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[leaf1415's solution](#)

4002.

1086C

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

Rating: 2300 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[leaf1415's solution](#)

4003.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[leaf1415's solution](#)

4004.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[leaf1415's solution](#)

4005.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[leaf1415's solution](#)

4006.

2211F

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[leaf1415's solution](#)

4007.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[leaf1415's solution](#)

4008.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[leaf1415's solution](#)

4009.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[leaf1415's solution](#)

4010.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[leaf1415's solution](#)

4011.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[leaf1415's solution](#)

4012.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[leaf1415's solution](#)

4013.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[leaf1415's solution](#)

4014.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[leaf1415's solution](#)

4015.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[leaf1415's solution](#)

4016.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[leaf1415's solution](#)

4017.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[leaf1415's solution](#)

4018.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[leaf1415's solution](#)

4019.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[leaf1415's solution](#)

4020.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[leaf1415's solution](#)

4021.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[leaf1415's solution](#)

4022.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[leaf1415's solution](#)

4023.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive
[leaf1415's solution](#)

4024.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math
[leaf1415's solution](#)

4025.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[leaf1415's solution](#)

4026.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[leaf1415's solution](#)

4027.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices
[leaf1415's solution](#)

4028.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[leaf1415's solution](#)

4029.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[leaf1415's solution](#)

4030.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[leaf1415's solution](#)

4031.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[leaf1415's solution](#)

4032.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
[leaf1415's solution](#)

4033.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[leaf1415's solution](#)

4034.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[leaf1415's solution](#)

4035.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[leaf1415's solution](#)

4036.

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[leaf1415's solution](#)

4037.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[leaf1415's solution](#)

4038.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[leaf1415's solution](#)

4039.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[leaf1415's solution](#)

4040.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[leaf1415's solution](#)

4041.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[leaf1415's solution](#)

4042.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[leaf1415's solution](#)

4043.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[leaf1415's solution](#)**4044.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[leaf1415's solution](#)**4045.**

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[leaf1415's solution](#)**4046.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[leaf1415's solution](#)**4047.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[leaf1415's solution](#)**4048.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[leaf1415's solution](#)**4049.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[leaf1415's solution](#)**4050.**

1792E

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

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[leaf1415's solution](#)**4051.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[leaf1415's solution](#)**4052.**

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs,

greedy, interactive, sortings

[leaf1415's solution](#)

4053.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[leaf1415's solution](#)

4054.

1764E

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

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[leaf1415's solution](#)

4055.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[leaf1415's solution](#)

4056.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[leaf1415's solution](#)

4057.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[leaf1415's solution](#)

4058.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[leaf1415's solution](#)

4059.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[leaf1415's solution](#)

4060.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[leaf1415's solution](#)

4061.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[leaf1415's solution](#)

4062.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[leaf1415's solution](#)

4063.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[leaf1415's solution](#)

4064.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[leaf1415's solution](#)

4065.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[leaf1415's solution](#)

4066.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[leaf1415's solution](#)

4067.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[leaf1415's solution](#)

4068.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[leaf1415's solution](#)

4069.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[leaf1415's solution](#)

4070.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[leaf1415's solution](#)

4071.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[leaf1415's solution](#)

4072.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[leaf1415's solution](#)

4073.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[leaf1415's solution](#)

4074.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[leaf1415's solution](#)

4075.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,350 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[leaf1415's solution](#)

4076.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[leaf1415's solution](#)

4077.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[leaf1415's solution](#)

4078.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

4079.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[leaf1415's solution](#)

4080.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[leaf1415's solution](#)

4081.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[leaf1415's solution](#)

4082.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[leaf1415's solution](#)

4083.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[leaf1415's solution](#)

4084.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[leaf1415's solution](#)

4085.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-31 · last AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[leaf1415's solution](#)

4086.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,744 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[leaf1415's solution](#)

4087.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[leaf1415's solution](#)

4088.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[leaf1415's solution](#)

4089.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, number theory

[leaf1415's solution](#)

4090.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities, two pointers

[leaf1415's solution](#)

4091.

506D

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

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[leaf1415's solution](#)

4092.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar,

games, graphs, greedy, math, sortings, trees

[leaf1415's solution](#)

4093.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[leaf1415's solution](#)

4094.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[leaf1415's solution](#)

4095.

1591E

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

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[leaf1415's solution](#)

4096.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[leaf1415's solution](#)

4097.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[leaf1415's solution](#)

4098.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: dp

[leaf1415's solution](#)

4099.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[leaf1415's solution](#)

4100.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[leaf1415's solution](#)

4101.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees, two pointers

[leaf1415's solution](#)

4102.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · last AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[leaf1415's solution](#)

4103.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2021-11-08 · last AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices
[leaf1415's solution](#)

4104.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees
[leaf1415's solution](#)

4105.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
[leaf1415's solution](#)

4106.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees
[leaf1415's solution](#)

4107.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers
[leaf1415's solution](#)

4108.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry
[leaf1415's solution](#)

4109.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
[leaf1415's solution](#)

4110.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[leaf1415's solution](#)

4111.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[leaf1415's solution](#)

4112.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers
[leaf1415's solution](#)

4113.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[leaf1415's solution](#)

4114.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[leaf1415's solution](#)

4115.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft, math

[leaf1415's solution](#)

4116.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[leaf1415's solution](#)

4117.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[leaf1415's solution](#)

4118.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[leaf1415's solution](#)

4119.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[leaf1415's solution](#)

4120.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[leaf1415's solution](#)

4121.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

4122.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, implementation

[leaf1415's solution](#)

4123.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[leaf1415's solution](#)

4124.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[leaf1415's solution](#)

4125.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[leaf1415's solution](#)

4126.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[leaf1415's solution](#)

4127.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[leaf1415's solution](#)

4128.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[leaf1415's solution](#)

4129.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers
[leaf1415's solution](#)

4130.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
[leaf1415's solution](#)

4131.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2021-04-17 · last AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities
[leaf1415's solution](#)

4132.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: dp
[leaf1415's solution](#)

4133.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[leaf1415's solution](#)

4134.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[leaf1415's solution](#)

4135.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[leaf1415's solution](#)

4136.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[leaf1415's solution](#)

4137.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[leaf1415's solution](#)

4138.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[leaf1415's solution](#)

4139.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[leaf1415's solution](#)

4140.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[leaf1415's solution](#)

4141.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[leaf1415's solution](#)

4142.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[leaf1415's solution](#)

4143.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[leaf1415's solution](#)

4144.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[leaf1415's solution](#)

4145.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, string suffix structures, strings

[leaf1415's solution](#)

4146.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[leaf1415's solution](#)

4147.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[leaf1415's solution](#)

4148.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[leaf1415's solution](#)

4149.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2400 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[leaf1415's solution](#)

4150.

866D

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

Rating: 2400 · first AC: 2021-01-03 · last AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[leaf1415's solution](#)

4151.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, probabilities

[leaf1415's solution](#)

4152.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[leaf1415's solution](#)

4153.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing

[leaf1415's solution](#)

4154.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dsu, string suffix structures, strings
[leaf1415's solution](#)

4155.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees
[leaf1415's solution](#)

4156.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[leaf1415's solution](#)

4157.

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[leaf1415's solution](#)

4158.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

4159.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
[leaf1415's solution](#)

4160.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2400 · first AC: 2020-11-18 · last AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices
[leaf1415's solution](#)

4161.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers
[leaf1415's solution](#)

4162.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees
[leaf1415's solution](#)

4163.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees
[leaf1415's solution](#)

4164.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[leaf1415's solution](#)

4165.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[leaf1415's solution](#)

4166.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[leaf1415's solution](#)

4167.

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[leaf1415's solution](#)

4168.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-09-15 · last AC: 2020-09-29 · GNU C++11 (first AC) · Tags: divide and conquer, fft, graphs

[leaf1415's solution](#)

4169.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[leaf1415's solution](#)

4170.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[leaf1415's solution](#)

4171.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[leaf1415's solution](#)

4172.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[leaf1415's solution](#)

4173.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[leaf1415's solution](#)

4174.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[leaf1415's solution](#)

4175.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[leaf1415's solution](#)

4176.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[leaf1415's solution](#)

4177.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[leaf1415's solution](#)

4178.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[leaf1415's solution](#)

4179.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[leaf1415's solution](#)

4180.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[leaf1415's solution](#)

4181.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[leaf1415's solution](#)

4182.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-19 · last AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[leaf1415's solution](#)

4183.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[leaf1415's solution](#)

4184.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs
[leaf1415's solution](#)

4185.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[leaf1415's solution](#)

4186.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-09 · GNU C++11 (first AC) · Tags: data structures, probabilities
[leaf1415's solution](#)

4187.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees
[leaf1415's solution](#)

4188.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: brute force, dp, greedy
[leaf1415's solution](#)

4189.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: combinatorics, fft, math, number theory
[leaf1415's solution](#)

4190.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[leaf1415's solution](#)

4191.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
[leaf1415's solution](#)

4192.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy
[leaf1415's solution](#)

4193.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: dp, math

[leaf1415's solution](#)

4194.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, graphs

[leaf1415's solution](#)

4195.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[leaf1415's solution](#)

4196.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[leaf1415's solution](#)

4197.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: data structures, sortings

[leaf1415's solution](#)

4198.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[leaf1415's solution](#)

4199.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[leaf1415's solution](#)

4200.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[leaf1415's solution](#)

4201.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: graphs, implementation

[leaf1415's solution](#)

4202.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-24 · last AC: 2019-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[leaf1415's solution](#)

4203.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-03-31 · last AC: 2019-03-31 · GNU C++11 (first AC) · Tags: dp, greedy
[leaf1415's solution](#)

4204.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings
[leaf1415's solution](#)

4205.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math, trees
[leaf1415's solution](#)

4206.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[leaf1415's solution](#)

4207.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory
[leaf1415's solution](#)

4208.

449D

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

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[leaf1415's solution](#)

4209.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
[leaf1415's solution](#)

4210.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees
[leaf1415's solution](#)

4211.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[leaf1415's solution](#)

4212.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[leaf1415's solution](#)

4213.

1051F

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

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees
[leaf1415's solution](#)

4214.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[leaf1415's solution](#)

4215.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
[leaf1415's solution](#)

4216.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[leaf1415's solution](#)

4217.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers
[leaf1415's solution](#)

4218.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[leaf1415's solution](#)

4219.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math
[leaf1415's solution](#)

4220.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math
[leaf1415's solution](#)

4221.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings
[leaf1415's solution](#)

4222.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[leaf1415's solution](#)

4223.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[leaf1415's solution](#)

4224.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[leaf1415's solution](#)

4225.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[leaf1415's solution](#)

4226.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[leaf1415's solution](#)

4227.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[leaf1415's solution](#)

4228.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[leaf1415's solution](#)

4229.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[leaf1415's solution](#)

4230.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[leaf1415's solution](#)

4231.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[leaf1415's solution](#)

4232.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[leaf1415's solution](#)

4233.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings
[leaf1415's solution](#)

4234.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[leaf1415's solution](#)

4235.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
[leaf1415's solution](#)

4236.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[leaf1415's solution](#)

4237.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees
[leaf1415's solution](#)

4238.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings
[leaf1415's solution](#)

4239.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths
[leaf1415's solution](#)

4240.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[leaf1415's solution](#)

4241.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[leaf1415's solution](#)

4242.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[leaf1415's solution](#)

4243.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-11-30 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[leaf1415's solution](#)

4244.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[leaf1415's solution](#)

4245.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[leaf1415's solution](#)

4246.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[leaf1415's solution](#)

4247.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[leaf1415's solution](#)

4248.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[leaf1415's solution](#)

4249.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[leaf1415's solution](#)

4250.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[leaf1415's solution](#)

4251.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[leaf1415's solution](#)

4252.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[leaf1415's solution](#)

4253.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[leaf1415's solution](#)

4254.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[leaf1415's solution](#)

4255.

1796E

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

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[leaf1415's solution](#)

4256.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[leaf1415's solution](#)

4257.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[leaf1415's solution](#)

4258.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[leaf1415's solution](#)

4259.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[leaf1415's solution](#)

4260.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[leaf1415's solution](#)

4261.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[leaf1415's solution](#)

4262.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[leaf1415's solution](#)

4263.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[leaf1415's solution](#)

4264.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[leaf1415's solution](#)

4265.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[leaf1415's solution](#)

4266.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[leaf1415's solution](#)

4267.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[leaf1415's solution](#)

4268.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[leaf1415's solution](#)

4269.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[leaf1415's solution](#)

4270.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[leaf1415's solution](#)

4271.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[leaf1415's solution](#)

4272.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[leaf1415's solution](#)

4273.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[leaf1415's solution](#)

4274.

1709F

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[leaf1415's solution](#)

4275.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[leaf1415's solution](#)

4276.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[leaf1415's solution](#)

4277.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[leaf1415's solution](#)

4278.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[leaf1415's solution](#)

4279.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[leaf1415's solution](#)

4280.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[leaf1415's solution](#)

4281.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[leaf1415's solution](#)

4282.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[leaf1415's solution](#)

4283.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[leaf1415's solution](#)

4284.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[leaf1415's solution](#)

4285.

434C

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[leaf1415's solution](#)

4286.

438C

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

Rating: 2500 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[leaf1415's solution](#)

4287.

1647E

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

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy

[leaf1415's solution](#)

4288.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[leaf1415's solution](#)

4289.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[leaf1415's solution](#)

4290.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[leaf1415's solution](#)

4291.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[leaf1415's solution](#)

4292.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

4293.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft

[leaf1415's solution](#)

4294.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[leaf1415's solution](#)

4295.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[leaf1415's solution](#)

4296.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[leaf1415's solution](#)

4297.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[leaf1415's solution](#)

4298.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[leaf1415's solution](#)

4299.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[leaf1415's solution](#)

4300.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[leaf1415's solution](#)

4301.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[leaf1415's solution](#)

4302.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[leaf1415's solution](#)

4303.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar

[leaf1415's solution](#)

4304.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[leaf1415's solution](#)

4305.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[leaf1415's solution](#)

4306.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[leaf1415's solution](#)

4307.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[leaf1415's solution](#)

4308.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[leaf1415's solution](#)

4309.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[leaf1415's solution](#)

4310.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[leaf1415's solution](#)

4311.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[leaf1415's solution](#)

4312.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[leaf1415's solution](#)

4313.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[leaf1415's solution](#)

4314.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[leaf1415's solution](#)

4315.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[leaf1415's solution](#)

4316.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[leaf1415's solution](#)

4317.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings

[leaf1415's solution](#)

4318.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[leaf1415's solution](#)

4319.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · last AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[leaf1415's solution](#)

4320.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[leaf1415's solution](#)

4321.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, strings

[leaf1415's solution](#)

4322.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy
[leaf1415's solution](#)

4323.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[leaf1415's solution](#)

4324.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[leaf1415's solution](#)

4325.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[leaf1415's solution](#)

4326.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp
[leaf1415's solution](#)

4327.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, games
[leaf1415's solution](#)

4328.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math
[leaf1415's solution](#)

4329.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[leaf1415's solution](#)

4330.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees
[leaf1415's solution](#)

4331.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[leaf1415's solution](#)

4332.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, number theory

[leaf1415's solution](#)

4333.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[leaf1415's solution](#)

4334.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[leaf1415's solution](#)

4335.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[leaf1415's solution](#)

4336.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[leaf1415's solution](#)

4337.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[leaf1415's solution](#)

4338.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[leaf1415's solution](#)

4339.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-03-11 · last AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[leaf1415's solution](#)

4340.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[leaf1415's solution](#)

4341.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[leaf1415's solution](#)

4342.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[leaf1415's solution](#)

4343.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[leaf1415's solution](#)

4344.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[leaf1415's solution](#)

4345.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[leaf1415's solution](#)

4346.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[leaf1415's solution](#)

4347.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[leaf1415's solution](#)

4348.

832C

[Strange Radiation](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2500 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[leaf1415's solution](#)

4349.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[leaf1415's solution](#)

4350.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

4351.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[leaf1415's solution](#)

4352.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[leaf1415's solution](#)

4353.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[leaf1415's solution](#)

4354.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[leaf1415's solution](#)

4355.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-01-02 · last AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[leaf1415's solution](#)

4356.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[leaf1415's solution](#)

4357.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dsu

[leaf1415's solution](#)

4358.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, greedy

[leaf1415's solution](#)

4359.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[leaf1415's solution](#)

4360.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · last AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[leaf1415's solution](#)

4361.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[leaf1415's solution](#)

4362.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[leaf1415's solution](#)

4363.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[leaf1415's solution](#)

4364.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[leaf1415's solution](#)

4365.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[leaf1415's solution](#)

4366.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[leaf1415's solution](#)

4367.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[leaf1415's solution](#)

4368.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[leaf1415's solution](#)

4369.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[leaf1415's solution](#)

4370.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

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4371.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

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4372.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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4373.

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[leaf1415's solution](#)

4374.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

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4375.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

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4376.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[leaf1415's solution](#)

4377.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[leaf1415's solution](#)

4378.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[leaf1415's solution](#)

4379.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[leaf1415's solution](#)

4380.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[leaf1415's solution](#)

4381.

1251F

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Quality: 978 global accepts · Rating: 2500 · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft

[leaf1415's solution](#)

4382.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: games, two pointers

[leaf1415's solution](#)

4383.

1305F

[Kuron and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · last AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[leaf1415's solution](#)

4384.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[leaf1415's solution](#)

4385.

1314B

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

Rating: 2500 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[leaf1415's solution](#)

4386.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[leaf1415's solution](#)

4387.

1307E

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Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[leaf1415's solution](#)

4388.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[leaf1415's solution](#)

4389.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[leaf1415's solution](#)

4390.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[leaf1415's solution](#)

4391.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[leaf1415's solution](#)

4392.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[leaf1415's solution](#)

4393.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, trees
[leaf1415's solution](#)

4394.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: games
[leaf1415's solution](#)

4395.

1209E2

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

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-17 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings
[leaf1415's solution](#)

4396.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-08-03 · last AC: 2019-08-03 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs
[leaf1415's solution](#)

4397.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: dp
[leaf1415's solution](#)

4398.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[leaf1415's solution](#)

4399.

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: divide and conquer, implementation, math
[leaf1415's solution](#)

4400.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math
[leaf1415's solution](#)

4401.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[leaf1415's solution](#)

4402.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive
[leaf1415's solution](#)

4403.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation
[leaf1415's solution](#)

4404.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math
[leaf1415's solution](#)

4405.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings
[leaf1415's solution](#)

4406.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math
[leaf1415's solution](#)

4407.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers
[leaf1415's solution](#)

4408.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[leaf1415's solution](#)

4409.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers
[leaf1415's solution](#)

4410.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[leaf1415's solution](#)

4411.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees
[leaf1415's solution](#)

4412.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices
[leaf1415's solution](#)

4413.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp,

greedy, math

[leaf1415's solution](#)

4414.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[leaf1415's solution](#)

4415.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[leaf1415's solution](#)

4416.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[leaf1415's solution](#)

4417.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[leaf1415's solution](#)

4418.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[leaf1415's solution](#)

4419.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[leaf1415's solution](#)

4420.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[leaf1415's solution](#)

4421.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[leaf1415's solution](#)

4422.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[leaf1415's solution](#)

4423.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[leaf1415's solution](#)

4424.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[leaf1415's solution](#)

4425.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[leaf1415's solution](#)

4426.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[leaf1415's solution](#)

4427.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[leaf1415's solution](#)

4428.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[leaf1415's solution](#)

4429.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[leaf1415's solution](#)

4430.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[leaf1415's solution](#)

4431.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[leaf1415's solution](#)

4432.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[leaf1415's solution](#)

4433.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[leaf1415's solution](#)

4434.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[leaf1415's solution](#)

4435.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[leaf1415's solution](#)

4436.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[leaf1415's solution](#)

4437.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[leaf1415's solution](#)

4438.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[leaf1415's solution](#)

4439.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[leaf1415's solution](#)

4440.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[leaf1415's solution](#)

4441.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[leaf1415's solution](#)

4442.

1681E

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

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[leaf1415's solution](#)

4443.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[leaf1415's solution](#)

4444.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[leaf1415's solution](#)

4445.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[leaf1415's solution](#)

4446.

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[leaf1415's solution](#)

4447.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[leaf1415's solution](#)

4448.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[leaf1415's solution](#)

4449.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[leaf1415's solution](#)

4450.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, probabilities

[leaf1415's solution](#)

4451.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[leaf1415's solution](#)

4452.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[leaf1415's solution](#)

4453.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[leaf1415's solution](#)

4454.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs

[leaf1415's solution](#)

4455.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, greedy

[leaf1415's solution](#)

4456.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[leaf1415's solution](#)

4457.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[leaf1415's solution](#)

4458.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, trees

[leaf1415's solution](#)

4459.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[leaf1415's solution](#)

4460.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

4461.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[leaf1415's solution](#)

4462.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2021-09-04 · last AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[leaf1415's solution](#)

4463.

634E

[Preorder Test](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-08-31 · last AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy

[leaf1415's solution](#)

4464.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[leaf1415's solution](#)

4465.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[leaf1415's solution](#)

4466.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[leaf1415's solution](#)

4467.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[leaf1415's solution](#)

4468.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[leaf1415's solution](#)

4469.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, two pointers

[leaf1415's solution](#)

4470.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[leaf1415's solution](#)

4471.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[leaf1415's solution](#)

4472.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[leaf1415's solution](#)

4473.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[leaf1415's solution](#)

4474.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[leaf1415's solution](#)

4475.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[leaf1415's solution](#)

4476.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[leaf1415's solution](#)

4477.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation

[leaf1415's solution](#)

4478.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[leaf1415's solution](#)

4479.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[leaf1415's solution](#)

4480.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[leaf1415's solution](#)

4481.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[leaf1415's solution](#)

4482.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[leaf1415's solution](#)

4483.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[leaf1415's solution](#)

4484.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[leaf1415's solution](#)

4485.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows

[leaf1415's solution](#)

4486.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[leaf1415's solution](#)

4487.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[leaf1415's solution](#)

4488.

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[leaf1415's solution](#)

4489.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2021-01-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[leaf1415's solution](#)

4490.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[leaf1415's solution](#)

4491.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[leaf1415's solution](#)

4492.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[leaf1415's solution](#)

4493.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[leaf1415's solution](#)

4494.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[leaf1415's solution](#)

4495.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[leaf1415's solution](#)

4496.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers
[leaf1415's solution](#)

4497.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle
[leaf1415's solution](#)

4498.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp
[leaf1415's solution](#)

4499.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[leaf1415's solution](#)

4500.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[leaf1415's solution](#)

4501.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-09-28 · last AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
[leaf1415's solution](#)

4502.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
[leaf1415's solution](#)

4503.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers
[leaf1415's solution](#)

4504.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search
[leaf1415's solution](#)

4505.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[leaf1415's solution](#)

4506.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[leaf1415's solution](#)

4507.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[leaf1415's solution](#)

4508.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[leaf1415's solution](#)

4509.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2600 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[leaf1415's solution](#)

4510.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[leaf1415's solution](#)

4511.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[leaf1415's solution](#)

4512.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[leaf1415's solution](#)

4513.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[leaf1415's solution](#)

4514.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[leaf1415's solution](#)

4515.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[leaf1415's solution](#)

4516.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[leaf1415's solution](#)

4517.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-31 · GNU C++11 (first AC) · Tags: math, strings

[leaf1415's solution](#)

4518.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[leaf1415's solution](#)

4519.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: combinatorics, dp

[leaf1415's solution](#)

4520.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, hashing

[leaf1415's solution](#)

4521.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[leaf1415's solution](#)

4522.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[leaf1415's solution](#)

4523.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: dp, probabilities

[leaf1415's solution](#)

4524.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[leaf1415's solution](#)

4525.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[leaf1415's solution](#)

4526.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-08 · last AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[leaf1415's solution](#)

4527.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[leaf1415's solution](#)

4528.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[leaf1415's solution](#)

4529.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[leaf1415's solution](#)

4530.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[leaf1415's solution](#)

4531.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[leaf1415's solution](#)

4532.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[leaf1415's solution](#)

4533.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[leaf1415's solution](#)

4534.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[leaf1415's solution](#)

4535.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[leaf1415's solution](#)

4536.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[leaf1415's solution](#)

4537.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[leaf1415's solution](#)

4538.

1782F

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

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[leaf1415's solution](#)

4539.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[leaf1415's solution](#)

4540.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[leaf1415's solution](#)

4541.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp

[leaf1415's solution](#)

4542.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[leaf1415's solution](#)

4543.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[leaf1415's solution](#)

4544.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-20 · last AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[leaf1415's solution](#)

4545.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[leaf1415's solution](#)

4546.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[leaf1415's solution](#)

4547.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[leaf1415's solution](#)

4548.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[leaf1415's solution](#)

4549.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[leaf1415's solution](#)

4550.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[leaf1415's solution](#)

4551.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing

[leaf1415's solution](#)

4552.

1658F

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

Quality: 925 global accepts · Rating: 2700 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[leaf1415's solution](#)

4553.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[leaf1415's solution](#)

4554.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[leaf1415's solution](#)

4555.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[leaf1415's solution](#)

4556.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[leaf1415's solution](#)

4557.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[leaf1415's solution](#)

4558.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[leaf1415's solution](#)

4559.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[leaf1415's solution](#)

4560.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[leaf1415's solution](#)

4561.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[leaf1415's solution](#)

4562.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[leaf1415's solution](#)

4563.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

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4564.

1617E

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Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[leaf1415's solution](#)

4565.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[leaf1415's solution](#)

4566.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

4567.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
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4568.

605E

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Quality: 1,547 global accepts · Rating: 2700 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: probabilities, shortest paths
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4569.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, string suffix structures, strings
[leaf1415's solution](#)

4570.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs
[leaf1415's solution](#)

4571.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[leaf1415's solution](#)

4572.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities
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4573.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation
[leaf1415's solution](#)

4574.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees
[leaf1415's solution](#)

4575.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
[leaf1415's solution](#)

4576.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[leaf1415's solution](#)

4577.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[leaf1415's solution](#)

4578.

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-06-29 · last AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities, trees

[leaf1415's solution](#)

4579.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[leaf1415's solution](#)

4580.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[leaf1415's solution](#)

4581.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[leaf1415's solution](#)

4582.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[leaf1415's solution](#)

4583.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[leaf1415's solution](#)

4584.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[leaf1415's solution](#)

4585.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[leaf1415's solution](#)

4586.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[leaf1415's solution](#)

4587.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[leaf1415's solution](#)

4588.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[leaf1415's solution](#)

4589.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[leaf1415's solution](#)

4590.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[leaf1415's solution](#)

4591.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, strings

[leaf1415's solution](#)

4592.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, math

[leaf1415's solution](#)

4593.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[leaf1415's solution](#)

4594.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, math

[leaf1415's solution](#)

4595.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[leaf1415's solution](#)

4596.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, trees

[leaf1415's solution](#)

4597.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[leaf1415's solution](#)

4598.

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: number theory, sortings

[leaf1415's solution](#)

4599.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[leaf1415's solution](#)

4600.

1459E

[Latin Square](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[leaf1415's solution](#)

4601.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[leaf1415's solution](#)

4602.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[leaf1415's solution](#)

4603.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[leaf1415's solution](#)

4604.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[leaf1415's solution](#)

4605.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[leaf1415's solution](#)

4606.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[leaf1415's solution](#)

4607.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[leaf1415's solution](#)

4608.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[leaf1415's solution](#)

4609.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[leaf1415's solution](#)

4610.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, sortings

[leaf1415's solution](#)

4611.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[leaf1415's solution](#)

4612.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[leaf1415's solution](#)

4613.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry, graphs

[leaf1415's solution](#)

4614.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[leaf1415's solution](#)

4615.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[leaf1415's solution](#)

4616.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[leaf1415's solution](#)

4617.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[leaf1415's solution](#)

4618.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2700 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[leaf1415's solution](#)

4619.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[leaf1415's solution](#)

4620.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[leaf1415's solution](#)

4621.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

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4622.

1270G

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

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2019-12-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

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4623.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: combinatorics, dp

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4624.

1215F

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Quality: 1,190 global accepts · Rating: 2700 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: 2-sat

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4625.

1214F

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Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: greedy, sortings

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4626.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[leaf1415's solution](#)

4627.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[leaf1415's solution](#)

4628.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[leaf1415's solution](#)

4629.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[leaf1415's solution](#)

4630.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities
[leaf1415's solution](#)

4631.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers
[leaf1415's solution](#)

4632.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees
[leaf1415's solution](#)

4633.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[leaf1415's solution](#)

4634.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices
[leaf1415's solution](#)

4635.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[leaf1415's solution](#)

4636.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[leaf1415's solution](#)

4637.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities
[leaf1415's solution](#)

4638.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory
[leaf1415's solution](#)

4639.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math
[leaf1415's solution](#)

4640.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings
[leaf1415's solution](#)

4641.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[leaf1415's solution](#)

4642.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math
[leaf1415's solution](#)

4643.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[leaf1415's solution](#)

4644.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: flows
[leaf1415's solution](#)

4645.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[leaf1415's solution](#)

4646.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation
[leaf1415's solution](#)

4647.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[leaf1415's solution](#)

4648.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[leaf1415's solution](#)

4649.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[leaf1415's solution](#)

4650.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[leaf1415's solution](#)

4651.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, probabilities

[leaf1415's solution](#)

4652.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[leaf1415's solution](#)

4653.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2022-01-09 · last AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[leaf1415's solution](#)

4654.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2022-01-02 · last AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[leaf1415's solution](#)

4655.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[leaf1415's solution](#)

4656.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings

[leaf1415's solution](#)

4657.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[leaf1415's solution](#)

4658.

581E

[Kojiro and Furrari](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 2800 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[leaf1415's solution](#)

4659.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[leaf1415's solution](#)

4660.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[leaf1415's solution](#)

4661.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[leaf1415's solution](#)

4662.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[leaf1415's solution](#)

4663.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[leaf1415's solution](#)

4664.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[leaf1415's solution](#)

4665.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[leaf1415's solution](#)

4666.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[leaf1415's solution](#)

4667.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[leaf1415's solution](#)

4668.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[leaf1415's solution](#)

4669.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, trees
[leaf1415's solution](#)

4670.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees
[leaf1415's solution](#)

4671.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math
[leaf1415's solution](#)

4672.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[leaf1415's solution](#)

4673.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[leaf1415's solution](#)

4674.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2800 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[leaf1415's solution](#)

4675.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[leaf1415's solution](#)

4676.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[leaf1415's solution](#)

4677.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings
[leaf1415's solution](#)

4678.

1383E

[Strange Operation](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp
[leaf1415's solution](#)

4679.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[leaf1415's solution](#)

4680.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[leaf1415's solution](#)

4681.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-07 · last AC: 2020-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[leaf1415's solution](#)

4682.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[leaf1415's solution](#)

4683.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[leaf1415's solution](#)

4684.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[leaf1415's solution](#)

4685.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[leaf1415's solution](#)

4686.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[leaf1415's solution](#)

4687.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[leaf1415's solution](#)

4688.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[leaf1415's solution](#)

4689.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[leaf1415's solution](#)

4690.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[leaf1415's solution](#)

4691.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[leaf1415's solution](#)

4692.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2900 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[leaf1415's solution](#)

4693.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, number theory

[leaf1415's solution](#)

4694.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[leaf1415's solution](#)

4695.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[leaf1415's solution](#)

4696.

497E

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

Quality: 317 global accepts · Rating: 2900 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[leaf1415's solution](#)

4697.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[leaf1415's solution](#)

4698.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[leaf1415's solution](#)

4699.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices
[leaf1415's solution](#)

4700.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory
[leaf1415's solution](#)

4701.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[leaf1415's solution](#)

4702.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities
[leaf1415's solution](#)

4703.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, math
[leaf1415's solution](#)

4704.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: flows
[leaf1415's solution](#)

4705.

718D

[Andrew and Chemistry](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2900 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, trees
[leaf1415's solution](#)

4706.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy
[leaf1415's solution](#)

4707.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers
[leaf1415's solution](#)

4708.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory
[leaf1415's solution](#)

4709.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry
[leaf1415's solution](#)

4710.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[leaf1415's solution](#)

4711.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[leaf1415's solution](#)

4712.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory

[leaf1415's solution](#)

4713.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows

[leaf1415's solution](#)

4714.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[leaf1415's solution](#)

4715.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2023-11-12 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[leaf1415's solution](#)

4716.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[leaf1415's solution](#)

4717.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[leaf1415's solution](#)

4718.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[leaf1415's solution](#)

4719.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp
[leaf1415's solution](#)

4720.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, expression parsing
[leaf1415's solution](#)

4721.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, two pointers
[leaf1415's solution](#)

4722.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[leaf1415's solution](#)

4723.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees
[leaf1415's solution](#)

4724.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
[leaf1415's solution](#)

4725.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2021-04-29 · last AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[leaf1415's solution](#)

4726.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings
[leaf1415's solution](#)

4727.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities, trees
[leaf1415's solution](#)

4728.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games
[leaf1415's solution](#)

4729.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[leaf1415's solution](#)

4730.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-18 · last AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[leaf1415's solution](#)

4731.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[leaf1415's solution](#)

4732.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[leaf1415's solution](#)

4733.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[leaf1415's solution](#)

4734.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[leaf1415's solution](#)

4735.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[leaf1415's solution](#)

4736.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings

[leaf1415's solution](#)

4737.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search

[leaf1415's solution](#)

4738.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[leaf1415's solution](#)

4739.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[leaf1415's solution](#)

4740.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, shortest paths
[leaf1415's solution](#)

4741.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[leaf1415's solution](#)

4742.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices
[leaf1415's solution](#)

4743.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math
[leaf1415's solution](#)

4744.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices
[leaf1415's solution](#)

4745.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees
[leaf1415's solution](#)

4746.

744E

[Hongcow Masters the Cyclic Shift](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: strings, two pointers
[leaf1415's solution](#)

4747.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-13 · last AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[leaf1415's solution](#)

4748.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy
[leaf1415's solution](#)

4749.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory
[leaf1415's solution](#)

4750.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs
[leaf1415's solution](#)

4751.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[leaf1415's solution](#)

4752.

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees
[leaf1415's solution](#)

4753.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,675 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math, sortings, two pointers
[leaf1415's solution](#)

4754.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[leaf1415's solution](#)

4755.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[leaf1415's solution](#)

4756.

2222D

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

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4757.

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4760.

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2219B2

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2219B1

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2219A

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1663A

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1331E

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Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation

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1331D

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1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math, number theory

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1331A

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Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

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1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

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4770.

1145A

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