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Unique solved — lexiyvv

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

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Filters: none

Count: 886

1.

2122A

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2.

2124A

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3.

2096A

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4.

2084A

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5.

1975A

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6.

1994A

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7.

1991A

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8.

2062A

[String](#) · [Tutorial](#)

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9.

2061A

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10.

2057A

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11.

2053A

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12.

2048A

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13.

2039A

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14.

2029A

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15.

2035A

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16.

2002A

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17.

1942A

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18.

1930A

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19.

1916A

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20.

1622A

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21.

1909A

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22.

1750B

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23.

1750A

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24.

1746B

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25.

1746A

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26.

1738A

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27.

1716B

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28.

1716A

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29.

1704A

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30.

1696A

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31.

1695A

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32.

1697A

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33.

1691A

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34.

1682A

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35.

1684B

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36.

1684A

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37.

1680B

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38.

1680A

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39.

1670A

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40.

1671A

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41.

1669A

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42.

1665A

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43.

1658B

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44.

1658A

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45.

1656A

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46.

1657B

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47.

1657A

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48.

1654B

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49.

1654A

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50.

1589A

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51.

1605A

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52.

1604A

[Era](#) · [Tutorial](#)

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53.

1582A

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54.

1586A

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55.

1598A

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56.

1592A

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57.

1581A

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[lexiyvv's solution](#)

58.

1574A

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[lexiyvv's solution](#)

59.

1566B

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60.

1566A

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61.

1567A

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62.

1556A

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63.

1562A

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64.

1561A

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65.

1557A

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66.

1554A

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67.

1552A

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68.

1553A

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69.

1530B

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70.

1530A

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71.

1550A

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72.

1452A

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73.

1546A

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74.

1547B

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75.

1547A

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76.

1542A

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77.

1541A

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78.

1537A

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79.

1534A

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80.

1535A

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81.

1526A

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82.

1527A

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83.

1525A

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84.

1515A

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85.

1519B

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86.

1519A

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87.

1517A

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88.

1516A

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89.

1509A

[Average Height](#) · [Tutorial](#)

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90.

1504A

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91.

1498A

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92.

1484A

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[lexiyvv's solution](#)

93.

1499A

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94.

1501A

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95.

1493A

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96.

1492A

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97.

1487A

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98.

1480A

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99.

1481A

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100.

1421A

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101.

1408A

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102.

1400A

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103.

1399A

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104.

1399B

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105.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, math
[lexiyvv's solution](#)

106.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: implementation, math
[lexiyvv's solution](#)

107.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: games, greedy, sortings
[lexiyvv's solution](#)

108.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: geometry, math
[lexiyvv's solution](#)

109.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,710 global accepts · Rating: 800 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: brute force, math
[lexiyvv's solution](#)

110.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[lexiyvv's solution](#)

111.

1391A

[Suborrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[lexiyvv's solution](#)

112.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,871 global accepts · Rating: 800 · first AC: 2020-07-29 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[lexiyvv's solution](#)

113.

1348A

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

Quality: 42,847 global accepts · Rating: 800 · first AC: 2020-05-01 · last AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[lexiyvv's solution](#)

114.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,128 global accepts · Rating: 800 · first AC: 2020-04-21 · last AC: 2020-04-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[lexiyvv's solution](#)

115.

1335A

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

Quality: 104,781 global accepts · Rating: 800 · first AC: 2020-04-13 · last AC: 2020-04-14 · GNU C++11 (first AC) · Tags: math
[lexiyvv's solution](#)

116.

1328A

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

Quality: 131,891 global accepts · Rating: 800 · first AC: 2020-03-26 · last AC: 2020-03-27 · GNU C++11 (first AC) · Tags: math
[lexiyvv's solution](#)

117.

1325B

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

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · last AC: 2020-03-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[lexiyvv's solution](#)

118.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,201 global accepts · Rating: 800 · first AC: 2020-03-14 · last AC: 2020-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[lexiyvv's solution](#)

119.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · last AC: 2020-03-15 · GNU C++11 (first AC) · Tags: geometry, greedy, math, number theory

[lexiyvv's solution](#)

120.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-07 · last AC: 2020-03-15 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[lexiyvv's solution](#)

121.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: implementation

[lexiyvv's solution](#)

122.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2020-02-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[lexiyvv's solution](#)

123.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: implementation, strings

[lexiyvv's solution](#)

124.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[lexiyvv's solution](#)

125.

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[lexiyvv's solution](#)

126.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[lexiyvv's solution](#)

127.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,750 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[lexiyvv's solution](#)

128.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[lexiyvv's solution](#)

129.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[lexiyvv's solution](#)

130.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,569 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lexiyvv's solution](#)

131.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[lexiyvv's solution](#)

132.

1737A

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

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[lexiyvv's solution](#)

133.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,534 global accepts · Rating: 900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[lexiyvv's solution](#)

134.

1696B

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

Quality: 36,314 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[lexiyvv's solution](#)

135.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[lexiyvv's solution](#)

136.

1665B

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

Quality: 32,892 global accepts · Rating: 900 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[lexiyvv's solution](#)

137.

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[lexiyvv's solution](#)

138.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,472 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[lexiyvv's solution](#)

139.

1582B

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

Quality: 33,360 global accepts · Rating: 900 · first AC: 2021-10-24 · Python 3 (first AC) · Tags: combinatorics, math

[lexiyvv's solution](#)

140.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lexiyvv's solution](#)

141.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,575 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[lexiyvv's solution](#)

142.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, math

[lexiyvv's solution](#)

143.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[lexiyvv's solution](#)

144.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,943 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[lexiyvv's solution](#)

145.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,298 global accepts · Rating: 900 · first AC: 2021-06-19 · last AC: 2021-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[lexiyvv's solution](#)

146.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings

[lexiyvv's solution](#)

147.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,658 global accepts · Rating: 900 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[lexiyvv's solution](#)

148.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-13 · last AC: 2021-03-22 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[lexiyvv's solution](#)

149.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,242 global accepts · Rating: 900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[lexiyvv's solution](#)

150.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[lexiyvv's solution](#)

151.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[lexiyvv's solution](#)

152.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · last AC: 2021-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[lexiyvv's solution](#)

153.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-21 · last AC: 2020-09-22 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[lexiyvv's solution](#)

154.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[lexiyvv's solution](#)

155.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[lexiyvv's solution](#)

156.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,843 global accepts · Rating: 900 · first AC: 2020-08-10 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: brute force, geometry

[lexiyvv's solution](#)

157.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-18 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: math

[lexiyvv's solution](#)

158.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-12 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: math

[lexiyvv's solution](#)

159.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,384 global accepts · Rating: 900 · first AC: 2020-04-21 · last AC: 2020-04-30 · GNU C++11 (first AC) · Tags: brute force, math
[lexiyvv's solution](#)

160.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,428 global accepts · Rating: 900 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: math
[lexiyvv's solution](#)

161.

1335B

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

Quality: 42,595 global accepts · Rating: 900 · first AC: 2020-04-13 · last AC: 2020-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms
[lexiyvv's solution](#)

162.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2020-04-12 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[lexiyvv's solution](#)

163.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · last AC: 2020-04-10 · GNU C++11 (first AC) · Tags: implementation
[lexiyvv's solution](#)

164.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · last AC: 2020-03-24 · GNU C++11 (first AC) · Tags: implementation, math
[lexiyvv's solution](#)

165.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · last AC: 2020-03-15 · GNU C++11 (first AC) · Tags: implementation, number theory
[lexiyvv's solution](#)

166.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: implementation
[lexiyvv's solution](#)

167.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,736 global accepts · Rating: 900 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: number theory
[lexiyvv's solution](#)

168.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[lexiyvv's solution](#)

169.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[lexiyvv's solution](#)

170.

1975B

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

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[lexiyvv's solution](#)

171.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[lexiyvv's solution](#)

172.

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[lexiyvv's solution](#)

173.

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

[lexiyvv's solution](#)

174.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[lexiyvv's solution](#)

175.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[lexiyvv's solution](#)

176.

1876A

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

Quality: 34,911 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[lexiyvv's solution](#)

177.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[lexiyvv's solution](#)

178.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[lexiyvv's solution](#)

179.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[lexiyvv's solution](#)

180.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,308 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[lexiyvv's solution](#)

181.

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[lexiyvv's solution](#)

182.

1589B

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

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

[lexiyvv's solution](#)

183.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lexiyvv's solution](#)

184.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[lexiyvv's solution](#)

185.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[lexiyvv's solution](#)

186.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,928 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[lexiyvv's solution](#)

187.

1562B

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

Quality: 20,543 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

[lexiyvv's solution](#)

188.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: greedy, math

[lexiyvv's solution](#)

189.

1521A

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

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[lexiyvv's solution](#)

190.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory
[lexiyvv's solution](#)

191.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation
[lexiyvv's solution](#)

192.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,134 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[lexiyvv's solution](#)

193.

1419D1

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

Quality: 26,384 global accepts · Rating: 1000 · first AC: 2020-09-20 · last AC: 2020-09-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[lexiyvv's solution](#)

194.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, math
[lexiyvv's solution](#)

195.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,172 global accepts · Rating: 1000 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: math
[lexiyvv's solution](#)

196.

1362A

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

Quality: 34,075 global accepts · Rating: 1000 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: implementation
[lexiyvv's solution](#)

197.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[lexiyvv's solution](#)

198.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[lexiyvv's solution](#)

199.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · last AC: 2020-04-30 · GNU C++11 (first AC) · Tags: greedy, math
[lexiyvv's solution](#)

200.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lexiyvv's solution](#)

201.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · last AC: 2020-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[lexiyvv's solution](#)

202.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · last AC: 2020-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[lexiyvv's solution](#)

203.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1000 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[lexiyvv's solution](#)

204.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[lexiyvv's solution](#)

205.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[lexiyvv's solution](#)

206.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[lexiyvv's solution](#)

207.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[lexiyvv's solution](#)

208.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[lexiyvv's solution](#)

209.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[lexiyvv's solution](#)

210.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lexiyvv's solution](#)

211.

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[lexiyvv's solution](#)

212.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,395 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[lexiyvv's solution](#)

213.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[lexiyvv's solution](#)

214.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[lexiyvv's solution](#)

215.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,333 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[lexiyvv's solution](#)

216.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[lexiyvv's solution](#)

217.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[lexiyvv's solution](#)

218.

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

[lexiyvv's solution](#)

219.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[lexiyvv's solution](#)

220.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1100 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: greedy, two pointers

[lexiyvv's solution](#)

221.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[lexiyvv's solution](#)

222.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: greedy
[lexiyvv's solution](#)

223.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: math
[lexiyvv's solution](#)

224.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-23 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: data structures, greedy, math
[lexiyvv's solution](#)

225.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[lexiyvv's solution](#)

226.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: dp, implementation
[lexiyvv's solution](#)

227.

1421B

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

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[lexiyvv's solution](#)

228.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[lexiyvv's solution](#)

229.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms
[lexiyvv's solution](#)

230.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · last AC: 2020-04-30 · GNU C++11 (first AC) · Tags: greedy, sortings
[lexiyvv's solution](#)

231.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · last AC: 2020-04-30 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[lexiyvv's solution](#)

232.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-13 · last AC: 2020-04-19 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[lexiyvv's solution](#)

233.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2020-03-31 · last AC: 2020-04-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[lexiyvv's solution](#)

234.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[lexiyvv's solution](#)

235.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · last AC: 2020-03-24 · GNU C++11 (first AC) · Tags: math

[lexiyvv's solution](#)

236.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-12 · last AC: 2020-03-15 · GNU C++11 (first AC) · Tags: brute force, strings

[lexiyvv's solution](#)

237.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-03-12 · last AC: 2020-03-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[lexiyvv's solution](#)

238.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: implementation

[lexiyvv's solution](#)

239.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: —

[lexiyvv's solution](#)

240.

1975C

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

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[lexiyvv's solution](#)

241.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[lexiyvv's solution](#)

242.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[lexiyvv's solution](#)

243.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[lexiyvv's solution](#)

244.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[lexiyvv's solution](#)

245.

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[lexiyvv's solution](#)

246.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[lexiyvv's solution](#)

247.

1951B

[Battle Cows](#) · [Tutorial](#)

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

[lexiyvv's solution](#)

248.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[lexiyvv's solution](#)

249.

1909B

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

Quality: 30,952 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[lexiyvv's solution](#)

250.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[lexiyvv's solution](#)

251.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[lexiyvv's solution](#)

252.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[lexiyvv's solution](#)

253.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,789 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[lexiyvv's solution](#)

254.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[lexiyvv's solution](#)

255.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 1200 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[lexiyvv's solution](#)

256.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[lexiyvv's solution](#)

257.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[lexiyvv's solution](#)

258.

776B

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

Quality: 25,725 global accepts · Rating: 1200 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[lexiyvv's solution](#)

259.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,643 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[lexiyvv's solution](#)

260.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[lexiyvv's solution](#)

261.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[lexiyvv's solution](#)

262.

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

[lexiyvv's solution](#)

263.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[lexiyvv's solution](#)

264.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[lexiyvv's solution](#)

265.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[lexiyvv's solution](#)

266.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[lexiyvv's solution](#)

267.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: interactive, math

[lexiyvv's solution](#)

268.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,477 global accepts · Rating: 1200 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[lexiyvv's solution](#)

269.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-19 · last AC: 2021-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lexiyvv's solution](#)

270.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[lexiyvv's solution](#)

271.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[lexiyvv's solution](#)

272.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,708 global accepts · Rating: 1200 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lexiyvv's solution](#)

273.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, sortings

[lexiyvv's solution](#)

274.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory

[lexiyvv's solution](#)

275.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, implementation, math

[lexiyvv's solution](#)

276.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[lexiyvv's solution](#)

277.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2019-12-17 · last AC: 2020-11-08 · GNU C++11 (first AC) · Tags: implementation, strings

[lexiyvv's solution](#)

278.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,897 global accepts · Rating: 1200 · first AC: 2020-02-19 · last AC: 2020-10-25 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[lexiyvv's solution](#)

279.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[lexiyvv's solution](#)

280.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[lexiyvv's solution](#)

281.

1399C

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

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-08-05 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[lexiyvv's solution](#)

282.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation
[lexiyvv's solution](#)

283.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-24 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[lexiyvv's solution](#)

284.

1362B

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

Quality: 21,041 global accepts · Rating: 1200 · first AC: 2020-06-04 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force
[lexiyvv's solution](#)

285.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,284 global accepts · Rating: 1200 · first AC: 2020-05-18 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers
[lexiyvv's solution](#)

286.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · last AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[lexiyvv's solution](#)

287.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[lexiyvv's solution](#)

288.

1352C

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

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: binary search, math
[lexiyvv's solution](#)

289.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: brute force, implementation
[lexiyvv's solution](#)

290.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · last AC: 2020-04-30 · GNU C++11 (first AC) · Tags: implementation, math
[lexiyvv's solution](#)

291.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2020-04-21 · last AC: 2020-04-30 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers
[lexiyvv's solution](#)

292.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[lexiyvv's solution](#)

293.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · last AC: 2020-03-27 · GNU C++11 (first AC) · Tags: greedy, implementation
[lexiyvv's solution](#)

294.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · last AC: 2020-03-24 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy
[lexiyvv's solution](#)

295.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[lexiyvv's solution](#)

296.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[lexiyvv's solution](#)

297.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[lexiyvv's solution](#)

298.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[lexiyvv's solution](#)

299.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[lexiyvv's solution](#)

300.

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
[lexiyvv's solution](#)

301.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[lexiyvv's solution](#)

302.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[lexiyvv's solution](#)

303.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[lexiyvv's solution](#)

304.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lexiyvv's solution](#)

305.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[lexiyvv's solution](#)

306.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[lexiyvv's solution](#)

307.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[lexiyvv's solution](#)

308.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[lexiyvv's solution](#)

309.

1604C

[Di-visible Confusion](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[lexiyvv's solution](#)

310.

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

[lexiyvv's solution](#)

311.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[lexiyvv's solution](#)

312.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,413 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[lexiyvv's solution](#)

313.

1561B

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[lexiyvv's solution](#)

314.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[lexiyvv's solution](#)

315.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force
[lexiyvv's solution](#)

316.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings
[lexiyvv's solution](#)

317.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[lexiyvv's solution](#)

318.

1534C

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

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[lexiyvv's solution](#)

319.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[lexiyvv's solution](#)

320.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, greedy
[lexiyvv's solution](#)

321.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, implementation
[lexiyvv's solution](#)

322.

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: implementation, math
[lexiyvv's solution](#)

323.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[lexiyvv's solution](#)

324.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[lexiyvv's solution](#)

325.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,820 global accepts · Rating: 1300 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory

[lexiyvv's solution](#)

326.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,092 global accepts · Rating: 1300 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[lexiyvv's solution](#)

327.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2020-04-13 · last AC: 2020-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[lexiyvv's solution](#)

328.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-03-26 · last AC: 2020-03-27 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[lexiyvv's solution](#)

329.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: geometry, greedy, math

[lexiyvv's solution](#)

330.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 1300 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lexiyvv's solution](#)

331.

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lexiyvv's solution](#)

332.

711B

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

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[lexiyvv's solution](#)

333.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[lexiyvv's solution](#)

334.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[lexiyvv's solution](#)

335.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[lexiyvv's solution](#)

336.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[lexiyvv's solution](#)

337.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,704 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[lexiyvv's solution](#)

338.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[lexiyvv's solution](#)

339.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 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

[lexiyvv's solution](#)

340.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[lexiyvv's solution](#)

341.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[lexiyvv's solution](#)

342.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[lexiyvv's solution](#)

343.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[lexiyvv's solution](#)

344.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lexiyvv's solution](#)

345.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[lexiyvv's solution](#)

346.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[lexiyvv's solution](#)

347.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lexiyvv's solution](#)

348.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[lexiyvv's solution](#)

349.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[lexiyvv's solution](#)

350.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[lexiyvv's solution](#)

351.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,299 global accepts · Rating: 1400 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[lexiyvv's solution](#)

352.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation,

strings

[lexiyvv's solution](#)

353.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[lexiyvv's solution](#)

354.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-15 · last AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[lexiyvv's solution](#)

355.

1548A

[Web of Lies](#) · [Tutorial](#)

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

[lexiyvv's solution](#)

356.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[lexiyvv's solution](#)

357.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · last AC: 2021-06-20 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[lexiyvv's solution](#)

358.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,730 global accepts · Rating: 1400 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: dp, math, number theory

[lexiyvv's solution](#)

359.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · last AC: 2021-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[lexiyvv's solution](#)

360.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[lexiyvv's solution](#)

361.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[lexiyvv's solution](#)

362.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[lexiyvv's solution](#)

363.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[lexiyvv's solution](#)

364.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-01 · last AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[lexiyvv's solution](#)

365.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,455 global accepts · Rating: 1400 · first AC: 2020-05-12 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: dp, math, number theory
[lexiyvv's solution](#)

366.

1362C

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

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-06-04 · last AC: 2020-06-04 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math
[lexiyvv's solution](#)

367.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,087 global accepts · Rating: 1400 · first AC: 2020-03-12 · last AC: 2020-05-01 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers
[lexiyvv's solution](#)

368.

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-04-01 · last AC: 2020-04-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[lexiyvv's solution](#)

369.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · last AC: 2020-04-10 · GNU C++11 (first AC) · Tags: implementation, math
[lexiyvv's solution](#)

370.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
[lexiyvv's solution](#)

371.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings
[lexiyvv's solution](#)

372.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp,

math, number theory

[lexiyvv's solution](#)

373.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[lexiyvv's solution](#)

374.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[lexiyvv's solution](#)

375.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[lexiyvv's solution](#)

376.

1876B

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

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

[lexiyvv's solution](#)

377.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[lexiyvv's solution](#)

378.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[lexiyvv's solution](#)

379.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[lexiyvv's solution](#)

380.

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[lexiyvv's solution](#)

381.

1711C

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

Rating: 1500 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[lexiyvv's solution](#)

382.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[lexiyvv's solution](#)

383.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings
[lexiyvv's solution](#)

384.

1546C

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

Rating: 1500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: sortings
[lexiyvv's solution](#)

385.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[lexiyvv's solution](#)

386.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[lexiyvv's solution](#)

387.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers
[lexiyvv's solution](#)

388.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-03-22 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory
[lexiyvv's solution](#)

389.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: implementation, math
[lexiyvv's solution](#)

390.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math
[lexiyvv's solution](#)

391.

409H

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

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
[lexiyvv's solution](#)

392.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1500 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: implementation
[lexiyvv's solution](#)

393.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[lexiyvv's solution](#)

394.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,477 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[lexiyvv's solution](#)

395.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[lexiyvv's solution](#)

396.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1500 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: dfs and similar

[lexiyvv's solution](#)

397.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: implementation, strings

[lexiyvv's solution](#)

398.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[lexiyvv's solution](#)

399.

873B

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

Quality: 9,109 global accepts · Rating: 1500 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dp, implementation

[lexiyvv's solution](#)

400.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: implementation, math

[lexiyvv's solution](#)

401.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[lexiyvv's solution](#)

402.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-20 · last AC: 2020-09-22 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[lexiyvv's solution](#)

403.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-20 · last AC: 2020-09-22 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[lexiyvv's solution](#)

404.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · last AC: 2020-09-06 · GNU C++11 (first AC) · Tags: greedy, math

[lexiyvv's solution](#)

405.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[lexiyvv's solution](#)

406.

1391C

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

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[lexiyvv's solution](#)

407.

1399D

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

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lexiyvv's solution](#)

408.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

[lexiyvv's solution](#)

409.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: greedy, math

[lexiyvv's solution](#)

410.

1325C

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

Quality: 17,155 global accepts · Rating: 1500 · first AC: 2020-03-15 · last AC: 2020-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[lexiyvv's solution](#)

411.

1323B

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

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-07 · last AC: 2020-03-15 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[lexiyvv's solution](#)

412.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: implementation, strings

[lexiyvv's solution](#)

413.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings
[lexiyvv's solution](#)

414.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings
[lexiyvv's solution](#)

415.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

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

416.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, two pointers
[lexiyvv's solution](#)

417.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures
[lexiyvv's solution](#)

418.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp
[lexiyvv's solution](#)

419.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 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
[lexiyvv's solution](#)

420.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[lexiyvv's solution](#)

421.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[lexiyvv's solution](#)

422.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[lexiyvv's solution](#)

423.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[lexiyvv's solution](#)

424.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[lexiyvv's solution](#)

425.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[lexiyvv's solution](#)

426.

1671D

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

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[lexiyvv's solution](#)

427.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees

[lexiyvv's solution](#)

428.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[lexiyvv's solution](#)

429.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[lexiyvv's solution](#)

430.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,690 global accepts · Rating: 1600 · first AC: 2022-02-05 · last AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[lexiyvv's solution](#)

431.

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[lexiyvv's solution](#)

432.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[lexiyvv's solution](#)

433.

1555D

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

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings

[lexiyvv's solution](#)

434.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[lexiyvv's solution](#)

435.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math, number theory

[lexiyvv's solution](#)

436.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-06-19 · last AC: 2021-06-20 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[lexiyvv's solution](#)

437.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[lexiyvv's solution](#)

438.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,630 global accepts · Rating: 1600 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math, two pointers

[lexiyvv's solution](#)

439.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[lexiyvv's solution](#)

440.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: combinatorics, flows, greedy, implementation

[lexiyvv's solution](#)

441.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[lexiyvv's solution](#)

442.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: binary search, interactive

[lexiyvv's solution](#)

443.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2020-12-13 · GNU C++11 (first AC) · Tags: implementation

[lexiyvv's solution](#)

444.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,646 global accepts · Rating: 1600 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: binary search, number theory, two pointers

[lexiyvv's solution](#)

445.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,496 global accepts · Rating: 1600 · first AC: 2020-09-13 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: binary search, brute force

[lexiyvv's solution](#)

446.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: dfs and similar

[lexiyvv's solution](#)

447.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,594 global accepts · Rating: 1600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: data structures, dp, math

[lexiyvv's solution](#)

448.

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[lexiyvv's solution](#)

449.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2020-07-31 · last AC: 2020-07-31 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[lexiyvv's solution](#)

450.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,344 global accepts · Rating: 1600 · first AC: 2020-07-29 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[lexiyvv's solution](#)

451.

1348C

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

Quality: 15,482 global accepts · Rating: 1600 · first AC: 2020-05-01 · last AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[lexiyvv's solution](#)

452.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[lexiyvv's solution](#)

453.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: math, number theory

[lexiyvv's solution](#)

454.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2020-03-20 · last AC: 2020-05-04 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[lexiyvv's solution](#)

455.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · last AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lexiyvv's solution](#)

456.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · last AC: 2020-04-30 · GNU C++11 (first AC) · Tags: math, number theory

[lexiyvv's solution](#)

457.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · last AC: 2020-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[lexiyvv's solution](#)

458.

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2019-07-23 · last AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lexiyvv's solution](#)

459.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[lexiyvv's solution](#)

460.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[lexiyvv's solution](#)

461.

2096C

[Wonderful City](#) · [Tutorial](#)

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

[lexiyvv's solution](#)

462.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[lexiyvv's solution](#)

463.

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

[lexiyvv's solution](#)

464.

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

[lexiyvv's solution](#)

465.

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

[lexiyvv's solution](#)

466.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[lexiyvv's solution](#)

467.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 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

[lexiyvv's solution](#)

468.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,366 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

[lexiyvv's solution](#)

469.

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

[lexiyvv's solution](#)

470.

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

[lexiyvv's solution](#)

471.

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

[lexiyvv's solution](#)

472.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[lexiyvv's solution](#)

473.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math,

sortings

[lexiyvv's solution](#)

474.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[lexiyvv's solution](#)

475.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[lexiyvv's solution](#)

476.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,052 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[lexiyvv's solution](#)

477.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[lexiyvv's solution](#)

478.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[lexiyvv's solution](#)

479.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[lexiyvv's solution](#)

480.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[lexiyvv's solution](#)

481.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[lexiyvv's solution](#)

482.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,500 global accepts · Rating: 1700 · first AC: 2021-08-09 · last AC: 2021-10-13 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[lexiyvv's solution](#)

483.

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

[lexiyvv's solution](#)

484.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[lexiyvv's solution](#)

485.

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

[lexiyvv's solution](#)

486.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math

[lexiyvv's solution](#)

487.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[lexiyvv's solution](#)

488.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-19 · last AC: 2021-06-20 · GNU C++11 (first AC) · Tags: games, math, number theory

[lexiyvv's solution](#)

489.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[lexiyvv's solution](#)

490.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, games, graphs, interactive

[lexiyvv's solution](#)

491.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[lexiyvv's solution](#)

492.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[lexiyvv's solution](#)

493.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[lexiyvv's solution](#)

494.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees
[lexiyvv's solution](#)

495.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · last AC: 2021-01-17 · GNU C++11 (first AC) · Tags: brute force, implementation
[lexiyvv's solution](#)

496.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[lexiyvv's solution](#)

497.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: binary search, math
[lexiyvv's solution](#)

498.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · last AC: 2020-04-14 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[lexiyvv's solution](#)

499.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
[lexiyvv's solution](#)

500.

433C

[Ryouko's Memory Note](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 1800 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, sortings
[lexiyvv's solution](#)

501.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[lexiyvv's solution](#)

502.

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
[lexiyvv's solution](#)

503.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
[lexiyvv's solution](#)

504.

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

[lexiyvv's solution](#)

505.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[lexiyvv's solution](#)

506.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[lexiyvv's solution](#)

507.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[lexiyvv's solution](#)

508.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[lexiyvv's solution](#)

509.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[lexiyvv's solution](#)

510.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[lexiyvv's solution](#)

511.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[lexiyvv's solution](#)

512.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[lexiyvv's solution](#)

513.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[lexiyvv's solution](#)

514.

1630B

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

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[lexiyvv's solution](#)

515.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[lexiyvv's solution](#)

516.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lexiyvv's solution](#)

517.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[lexiyvv's solution](#)

518.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[lexiyvv's solution](#)

519.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[lexiyvv's solution](#)

520.

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

[lexiyvv's solution](#)

521.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,560 global accepts · Rating: 1800 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[lexiyvv's solution](#)

522.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[lexiyvv's solution](#)

523.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[lexiyvv's solution](#)

524.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[lexiyvv's solution](#)

525.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · last AC: 2021-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees

[lexiyvv's solution](#)

526.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[lexiyvv's solution](#)

527.

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[lexiyvv's solution](#)

528.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: dp, greedy

[lexiyvv's solution](#)

529.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math

[lexiyvv's solution](#)

530.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[lexiyvv's solution](#)

531.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: binary search, two pointers

[lexiyvv's solution](#)

532.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lexiyvv's solution](#)

533.

1330C

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

Rating: 1800 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[lexiyvv's solution](#)

534.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · last AC: 2020-03-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[lexiyvv's solution](#)

535.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · last AC: 2020-03-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[lexiyvv's solution](#)

536.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: brute force, games, implementation

[lexiyvv's solution](#)

537.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2019-11-24 · last AC: 2019-11-24 · GNU C++11 (first AC) · Tags: implementation, strings

[lexiyvv's solution](#)

538.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[lexiyvv's solution](#)

539.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[lexiyvv's solution](#)

540.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[lexiyvv's solution](#)

541.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[lexiyvv's solution](#)

542.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[lexiyvv's solution](#)

543.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,514 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

[lexiyvv's solution](#)

544.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 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

[lexiyvv's solution](#)

545.

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

[lexiyvv's solution](#)

546.

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

[lexiyvv's solution](#)

547.

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

[lexiyvv's solution](#)

548.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[lexiyvv's solution](#)

549.

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

[lexiyvv's solution](#)

550.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[lexiyvv's solution](#)

551.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[lexiyvv's solution](#)

552.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[lexiyvv's solution](#)

553.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[lexiyvv's solution](#)

554.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[lexiyvv's solution](#)

555.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings
[lexiyvv's solution](#)

556.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
[lexiyvv's solution](#)

557.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[lexiyvv's solution](#)

558.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2022-03-28 · last AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, trees
[lexiyvv's solution](#)

559.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[lexiyvv's solution](#)

560.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[lexiyvv's solution](#)

561.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2022-01-05 · last AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[lexiyvv's solution](#)

562.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: dp
[lexiyvv's solution](#)

563.

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: combinatorics, math
[lexiyvv's solution](#)

564.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: dp

[lexiyvv's solution](#)

565.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: constructive algorithms, games

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566.

1509D

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

Rating: 1900 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[lexiyvv's solution](#)

567.

1484D

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Rating: 1900 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[lexiyvv's solution](#)

568.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: games, greedy

[lexiyvv's solution](#)

569.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games

[lexiyvv's solution](#)

570.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: binary search, interactive

[lexiyvv's solution](#)

571.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-24 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[lexiyvv's solution](#)

572.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · last AC: 2021-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[lexiyvv's solution](#)

573.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · last AC: 2020-10-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[lexiyvv's solution](#)

574.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[lexiyvv's solution](#)

575.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-24 · last AC: 2020-07-27 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[lexiyvv's solution](#)

576.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[lexiyvv's solution](#)

577.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[lexiyvv's solution](#)

578.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, trees

[lexiyvv's solution](#)

579.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[lexiyvv's solution](#)

580.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[lexiyvv's solution](#)

581.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[lexiyvv's solution](#)

582.

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

[lexiyvv's solution](#)

583.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[lexiyvv's solution](#)

584.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[lexiyvv's solution](#)

585.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[lexiyvv's solution](#)

586.

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
[lexiyvv's solution](#)

587.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[lexiyvv's solution](#)

588.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[lexiyvv's solution](#)

589.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[lexiyvv's solution](#)

590.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[lexiyvv's solution](#)

591.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2022-09-24 · last AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp
[lexiyvv's solution](#)

592.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[lexiyvv's solution](#)

593.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math
[lexiyvv's solution](#)

594.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[lexiyvv's solution](#)

595.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[lexiyvv's solution](#)

596.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[lexiyvv's solution](#)

597.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[lexiyvv's solution](#)

598.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[lexiyvv's solution](#)

599.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[lexiyvv's solution](#)

600.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-02-05 · last AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[lexiyvv's solution](#)

601.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[lexiyvv's solution](#)

602.

1589D

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[lexiyvv's solution](#)

603.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,215 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[lexiyvv's solution](#)

604.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 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

[lexiyvv's solution](#)

605.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[lexiyvv's solution](#)

606.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lexiyvv's solution](#)

607.

1561E

[Bottom-Tier Reversals](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[lexiyvv's solution](#)

608.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · last AC: 2021-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[lexiyvv's solution](#)

609.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · last AC: 2021-03-22 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[lexiyvv's solution](#)

610.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[lexiyvv's solution](#)

611.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy

[lexiyvv's solution](#)

612.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,946 global accepts · Rating: 2000 · first AC: 2020-03-22 · last AC: 2020-03-22 · GNU C++11 (first AC) · Tags: dp, math

[lexiyvv's solution](#)

613.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[lexiyvv's solution](#)

614.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[lexiyvv's solution](#)

615.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[lexiyvv's solution](#)

616.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[lexiyvv's solution](#)

617.

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

[lexiyvv's solution](#)

618.

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

[lexiyvv's solution](#)

619.

1942D

[Learning to Paint](#) · [Tutorial](#)

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

[lexiyvv's solution](#)

620.

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

[lexiyvv's solution](#)

621.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[lexiyvv's solution](#)

622.

1876C

[Autosynthesis](#) · [Tutorial](#)

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

[lexiyvv's solution](#)

623.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[lexiyvv's solution](#)

624.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[lexiyvv's solution](#)

625.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[lexiyvv's solution](#)

626.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · last AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[lexiyvv's solution](#)

627.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-09-04 · last AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[lexiyvv's solution](#)

628.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-22 · last AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[lexiyvv's solution](#)

629.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[lexiyvv's solution](#)

630.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,250 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

[lexiyvv's solution](#)

631.

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

[lexiyvv's solution](#)

632.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers

[lexiyvv's solution](#)

633.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[lexiyvv's solution](#)

634.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[lexiyvv's solution](#)

635.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-20 · last AC: 2021-03-22 · GNU C++11 (first AC) · Tags: dp, math, number theory

[lexiyvv's solution](#)

636.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[lexiyvv's solution](#)

637.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[lexiyvv's solution](#)

638.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[lexiyvv's solution](#)

639.

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

[lexiyvv's solution](#)

640.

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

[lexiyvv's solution](#)

641.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[lexiyvv's solution](#)

642.

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

[lexiyvv's solution](#)

643.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[lexiyvv's solution](#)

644.

505D

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

Quality: 2,928 global accepts · Rating: 2200 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[lexiyvv's solution](#)

645.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[lexiyvv's solution](#)

646.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[lexiyvv's solution](#)

647.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-01 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[lexiyvv's solution](#)

648.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · last AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[lexiyvv's solution](#)

649.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[lexiyvv's solution](#)

650.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · last AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[lexiyvv's solution](#)

651.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · last AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[lexiyvv's solution](#)

652.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · last AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[lexiyvv's solution](#)

653.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[lexiyvv's solution](#)

654.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[lexiyvv's solution](#)

655.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · last AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math
[lexiyvv's solution](#)

656.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-25 · last AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[lexiyvv's solution](#)

657.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[lexiyvv's solution](#)

658.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers
[lexiyvv's solution](#)

659.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees
[lexiyvv's solution](#)

660.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees
[lexiyvv's solution](#)

661.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[lexiyvv's solution](#)

662.

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
[lexiyvv's solution](#)

663.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · last AC: 2021-08-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings
[lexiyvv's solution](#)

664.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-19 · last AC: 2021-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[lexiyvv's solution](#)

665.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-19 · last AC: 2021-06-20 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[lexiyvv's solution](#)

666.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[lexiyvv's solution](#)

667.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[lexiyvv's solution](#)

668.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-24 · last AC: 2020-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[lexiyvv's solution](#)

669.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[lexiyvv's solution](#)

670.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[lexiyvv's solution](#)

671.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[lexiyvv's solution](#)

672.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[lexiyvv's solution](#)

673.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[lexiyvv's solution](#)

674.

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

[lexiyvv's solution](#)

675.

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

[lexiyvv's solution](#)

676.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[lexiyvv's solution](#)

677.

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

[lexiyvv's solution](#)

678.

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

[lexiyvv's solution](#)

679.

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

[lexiyvv's solution](#)

680.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[lexiyvv's solution](#)

681.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[lexiyvv's solution](#)

682.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[lexiyvv's solution](#)

683.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[lexiyvv's solution](#)

684.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[lexiyvv's solution](#)

685.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[lexiyvv's solution](#)

686.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[lexiyvv's solution](#)

687.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-16 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[lexiyvv's solution](#)

688.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[lexiyvv's solution](#)

689.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · last AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[lexiyvv's solution](#)

690.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · last AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[lexiyvv's solution](#)

691.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · last AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[lexiyvv's solution](#)

692.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · last AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[lexiyvv's solution](#)

693.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · last AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute

force, data structures, math

[lexiyvv's solution](#)

694.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[lexiyvv's solution](#)

695.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[lexiyvv's solution](#)

696.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[lexiyvv's solution](#)

697.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · last AC: 2021-08-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[lexiyvv's solution](#)

698.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · last AC: 2021-07-30 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[lexiyvv's solution](#)

699.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[lexiyvv's solution](#)

700.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[lexiyvv's solution](#)

701.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[lexiyvv's solution](#)

702.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[lexiyvv's solution](#)

703.

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

[lexiyvv's solution](#)

704.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[lexiyvv's solution](#)

705.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[lexiyvv's solution](#)

706.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 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

[lexiyvv's solution](#)

707.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 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

[lexiyvv's solution](#)

708.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[lexiyvv's solution](#)

709.

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

[lexiyvv's solution](#)

710.

1869E

[Travel Plan](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[lexiyvv's solution](#)

711.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[lexiyvv's solution](#)

712.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · last AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[lexiyvv's solution](#)

713.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[lexiyvv's solution](#)

714.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings
[lexiyvv's solution](#)

715.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[lexiyvv's solution](#)

716.

1051F

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

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees
[lexiyvv's solution](#)

717.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[lexiyvv's solution](#)

718.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures
[lexiyvv's solution](#)

719.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices
[lexiyvv's solution](#)

720.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[lexiyvv's solution](#)

721.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[lexiyvv's solution](#)

722.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees
[lexiyvv's solution](#)

723.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings
[lexiyvv's solution](#)

724.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[lexiyvv's solution](#)

725.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[lexiyvv's solution](#)

726.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math
[lexiyvv's solution](#)

727.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings
[lexiyvv's solution](#)

728.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[lexiyvv's solution](#)

729.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math
[lexiyvv's solution](#)

730.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math
[lexiyvv's solution](#)

731.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[lexiyvv's solution](#)

732.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[lexiyvv's solution](#)

733.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[lexiyvv's solution](#)

734.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[lexiyvv's solution](#)

735.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[lexiyvv's solution](#)

736.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[lexiyvv's solution](#)

737.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[lexiyvv's solution](#)

738.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · last AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[lexiyvv's solution](#)

739.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2022-01-28 · last AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[lexiyvv's solution](#)

740.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[lexiyvv's solution](#)

741.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[lexiyvv's solution](#)

742.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[lexiyvv's solution](#)

743.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[lexiyvv's solution](#)

744.

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

[lexiyvv's solution](#)

745.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[lexiyvv's solution](#)

746.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[lexiyvv's solution](#)

747.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[lexiyvv's solution](#)

748.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[lexiyvv's solution](#)

749.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[lexiyvv's solution](#)

750.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-14 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[lexiyvv's solution](#)

751.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[lexiyvv's solution](#)

752.

1647E

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

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy

[lexiyvv's solution](#)

753.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[lexiyvv's solution](#)

754.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy

[lexiyvv's solution](#)

755.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[lexiyvv's solution](#)

756.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[lexiyvv's solution](#)

757.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[lexiyvv's solution](#)

758.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[lexiyvv's solution](#)

759.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[lexiyvv's solution](#)

760.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[lexiyvv's solution](#)

761.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[lexiyvv's solution](#)

762.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[lexiyvv's solution](#)

763.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2022-05-04 · last AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[lexiyvv's solution](#)

764.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2022-04-08 · last AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[lexiyvv's solution](#)

765.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · last AC: 2021-04-28 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[lexiyvv's solution](#)

766.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[lexiyvv's solution](#)

767.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[lexiyvv's solution](#)

768.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[lexiyvv's solution](#)

769.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[lexiyvv's solution](#)

770.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[lexiyvv's solution](#)

771.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[lexiyvv's solution](#)

772.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[lexiyvv's solution](#)

773.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lexiyvv's solution](#)

774.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[lexiyvv's solution](#)

775.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[lexiyvv's solution](#)

776.

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

[lexiyvv's solution](#)

777.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-10 · last AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[lexiyvv's solution](#)

778.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[lexiyvv's solution](#)

779.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[lexiyvv's solution](#)

780.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[lexiyvv's solution](#)

781.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[lexiyvv's solution](#)

782.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2021-03-20 · last AC: 2021-10-20 · GNU C++11 (first AC) · Tags: dp, expression parsing, implementation

[lexiyvv's solution](#)

783.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[lexiyvv's solution](#)

784.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[lexiyvv's solution](#)

785.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[lexiyvv's solution](#)

786.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[lexiyvv's solution](#)

787.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[lexiyvv's solution](#)

788.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs

[lexiyvv's solution](#)

789.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[lexiyvv's solution](#)

790.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[lexiyvv's solution](#)

791.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[lexiyvv's solution](#)

792.

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

[lexiyvv's solution](#)

793.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[lexiyvv's solution](#)

794.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[lexiyvv's solution](#)

795.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2024-09-24 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft, math
[lexiyvv's solution](#)

796.

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[lexiyvv's solution](#)

797.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees
[lexiyvv's solution](#)

798.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities
[lexiyvv's solution](#)

799.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy
[lexiyvv's solution](#)

800.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[lexiyvv's solution](#)

801.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities
[lexiyvv's solution](#)

802.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp
[lexiyvv's solution](#)

803.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees
[lexiyvv's solution](#)

804.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math
[lexiyvv's solution](#)

805.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
[lexiyvv's solution](#)

806.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry
[lexiyvv's solution](#)

807.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities
[lexiyvv's solution](#)

808.

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
[lexiyvv's solution](#)

809.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[lexiyvv's solution](#)

810.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs
[lexiyvv's solution](#)

811.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities
[lexiyvv's solution](#)

812.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices
[lexiyvv's solution](#)

813.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
[lexiyvv's solution](#)

814.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees
[lexiyvv's solution](#)

815.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[lexiyvv's solution](#)

816.

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees
[lexiyvv's solution](#)

817.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-16 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities
[lexiyvv's solution](#)

818.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
[lexiyvv's solution](#)

819.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees
[lexiyvv's solution](#)

820.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math
[lexiyvv's solution](#)

821.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
[lexiyvv's solution](#)

822.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[lexiyvv's solution](#)

823.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation
[lexiyvv's solution](#)

824.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[lexiyvv's solution](#)

825.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities
[lexiyvv's solution](#)

826.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees
[lexiyvv's solution](#)

827.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees
[lexiyvv's solution](#)

828.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees
[lexiyvv's solution](#)

829.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[lexiyvv's solution](#)

830.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees
[lexiyvv's solution](#)

831.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
[lexiyvv's solution](#)

832.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[lexiyvv's solution](#)

833.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[lexiyvv's solution](#)

834.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[lexiyvv's solution](#)

835.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[lexiyvv's solution](#)

836.

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[lexiyvv's solution](#)

837.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-10-24 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[lexiyvv's solution](#)

838.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[lexiyvv's solution](#)

839.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[lexiyvv's solution](#)

840.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[lexiyvv's solution](#)

841.

1967F

[Next and Prev](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[lexiyvv's solution](#)

842.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[lexiyvv's solution](#)

843.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[lexiyvv's solution](#)

844.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[lexiyvv's solution](#)

845.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dp

[lexiyvv's solution](#)

846.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[lexiyvv's solution](#)

847.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[lexiyvv's solution](#)

848.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[lexiyvv's solution](#)

849.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[lexiyvv's solution](#)

850.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[lexiyvv's solution](#)

851.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees

[lexiyvv's solution](#)

852.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[lexiyvv's solution](#)

853.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp

[lexiyvv's solution](#)

854.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[lexiyvv's solution](#)

855.

2079A

[Alice, Bob, And Two Arrays](#) · [Tutorial](#)

Quality: 37 global accepts · Rating: 3300 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dp, games

[lexiyvv's solution](#)

856.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2025-03-18 · last AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs

[lexiyvv's solution](#)

857.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2025-02-12 · last AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[lexiyvv's solution](#)

858.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[lexiyvv's solution](#)

859.

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[lexiyvv's solution](#)

860.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[lexiyvv's solution](#)

861.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[lexiyvv's solution](#)

862.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[lexiyvv's solution](#)

863.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, sortings
[lexiyvv's solution](#)

864.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows, greedy
[lexiyvv's solution](#)

865.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees
[lexiyvv's solution](#)

866.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[lexiyvv's solution](#)

867.

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[lexiyvv's solution](#)

868.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings
[lexiyvv's solution](#)

869.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[lexiyvv's solution](#)

870.

2048I1

[Kevin and Puzzle \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[lexiyvv's solution](#)

871.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search
[lexiyvv's solution](#)

872.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs
[lexiyvv's solution](#)

873.

2089E

[Black Cat Collapse](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lexiyvv's solution](#)

874.

1349E

[Slime and Hats](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2025-02-03 · last AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[lexiyvv's solution](#)

875.

2034G1

[Simurgh's Watch \(Easy Version\)](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[lexiyvv's solution](#)

876.

2034G2

[Simurgh's Watch \(Hard Version\)](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: 3500 · first AC: 2025-01-25 · last AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[lexiyvv's solution](#)

877.

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2023-10-11 · last AC: 2024-04-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs

[lexiyvv's solution](#)

878.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[lexiyvv's solution](#)

879.

100443F

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