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Unique solved — likely

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 1,051

- 1.**
2180B
[Ashmal](#) · [Tutorial](#)
Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-19 · last AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[likely's solution](#)
- 2.**
2180A
[Carnival Wheel](#) · [Tutorial](#)
Quality: 25,871 global accepts · Rating: 800 · first AC: 2025-12-19 · last AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[likely's solution](#)
- 3.**
2173A
[Sleeping Through Classes](#) · [Tutorial](#)
Quality: 23,778 global accepts · Rating: 800 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[likely's solution](#)
- 4.**
2176A
[Operations with Inversions](#) · [Tutorial](#)
Quality: 29,066 global accepts · Rating: 800 · first AC: 2025-12-11 · last AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[likely's solution](#)
- 5.**
2072A
[New World, New Me, New Array](#) · [Tutorial](#)
Quality: 40,656 global accepts · Rating: 800 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[likely's solution](#)
- 6.**
1915C
[Can I Square?](#) · [Tutorial](#)
Quality: 54,179 global accepts · Rating: 800 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[likely's solution](#)
- 7.**
1915B
[Not Quite Latin Square](#) · [Tutorial](#)
Quality: 50,348 global accepts · Rating: 800 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[likely's solution](#)
- 8.**
1915A
[Odd One Out](#) · [Tutorial](#)
Quality: 79,793 global accepts · Rating: 800 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, implementation
[likely's solution](#)
- 9.**
1907A
[Rook](#) · [Tutorial](#)
Quality: 41,755 global accepts · Rating: 800 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[likely's solution](#)

10.

1899A

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

Quality: 92,722 global accepts · Rating: 800 · first AC: 2023-11-25 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[likely's solution](#)

11.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[likely's solution](#)

12.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[likely's solution](#)

13.

1878B

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Quality: 34,216 global accepts · Rating: 800 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[likely's solution](#)

14.

1878A

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

Quality: 78,648 global accepts · Rating: 800 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[likely's solution](#)

15.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[likely's solution](#)

16.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[likely's solution](#)

17.

1846A

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

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[likely's solution](#)

18.

1845A

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

Quality: 47,338 global accepts · Rating: 800 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[likely's solution](#)

19.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[likely's solution](#)

20.

1843C

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

Quality: 39,495 global accepts · Rating: 800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, trees

[likely's solution](#)

21.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,101 global accepts · Rating: 800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, two pointers

[likely's solution](#)

22.

1843A

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

Quality: 37,308 global accepts · Rating: 800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[likely's solution](#)

23.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,012 global accepts · Rating: 800 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[likely's solution](#)

24.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,690 global accepts · Rating: 800 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[likely's solution](#)

25.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[likely's solution](#)

26.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · last AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[likely's solution](#)

27.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,484 global accepts · Rating: 800 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[likely's solution](#)

28.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[likely's solution](#)

29.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[likely's solution](#)

30.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · last AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[likely's solution](#)

31.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,331 global accepts · Rating: 800 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[likely's solution](#)

32.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,349 global accepts · Rating: 800 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[likely's solution](#)

33.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,705 global accepts · Rating: 800 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[likely's solution](#)

34.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[likely's solution](#)

35.

1791C

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

Quality: 74,146 global accepts · Rating: 800 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers
[likely's solution](#)

36.

1791B

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

Quality: 52,660 global accepts · Rating: 800 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[likely's solution](#)

37.

1791A

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

Quality: 80,603 global accepts · Rating: 800 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[likely's solution](#)

38.

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings, two pointers
[likely's solution](#)

39.

1789A

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

Quality: 32,958 global accepts · Rating: 800 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[likely's solution](#)

40.

1783A

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

Quality: 48,703 global accepts · Rating: 800 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[likely's solution](#)

41.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[likely's solution](#)

42.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,449 global accepts · Rating: 800 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[likely's solution](#)

43.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,623 global accepts · Rating: 800 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[likely's solution](#)

44.

1736A

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

Quality: 24,152 global accepts · Rating: 800 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[likely's solution](#)

45.

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,636 global accepts · Rating: 800 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, strings
[likely's solution](#)

46.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,636 global accepts · Rating: 800 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[likely's solution](#)

47.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,412 global accepts · Rating: 800 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[likely's solution](#)

48.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[likely's solution](#)

49.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,166 global accepts · Rating: 800 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[likely's solution](#)

50.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,229 global accepts · Rating: 800 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[likely's solution](#)

51.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[likely's solution](#)

52.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[likely's solution](#)

53.

1692C

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

Quality: 38,916 global accepts · Rating: 800 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[likely's solution](#)

54.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,436 global accepts · Rating: 800 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[likely's solution](#)

55.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,735 global accepts · Rating: 800 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[likely's solution](#)

56.

1717A

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

Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[likely's solution](#)

57.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,309 global accepts · Rating: 800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[likely's solution](#)

58.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[likely's solution](#)

59.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[likely's solution](#)

60.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[likely's solution](#)

61.

1713A

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

Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation
[likely's solution](#)

62.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[likely's solution](#)

63.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,843 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[likely's solution](#)

64.

1622A

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

Quality: 32,031 global accepts · Rating: 800 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[likely's solution](#)

65.

1704A

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

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[likely's solution](#)

66.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,593 global accepts · Rating: 800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[likely's solution](#)

67.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[likely's solution](#)

68.

1705A

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

Quality: 26,580 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[likely's solution](#)

69.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[likely's solution](#)

70.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[likely's solution](#)

71.

1699A

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

Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[likely's solution](#)

72.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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73.

1698A

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Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
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74.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[likely's solution](#)

75.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[likely's solution](#)

76.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games

[likely's solution](#)

77.

1697A

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Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[likely's solution](#)

78.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 800 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[likely's solution](#)

79.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

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80.

1688B

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Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[likely's solution](#)

81.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,490 global accepts · Rating: 800 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[likely's solution](#)

82.

1691A

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Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[likely's solution](#)

83.

1671A

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Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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84.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,753 global accepts · Rating: 800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[likely's solution](#)

85.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[likely's solution](#)

86.

1635B

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[likely's solution](#)

87.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,897 global accepts · Rating: 800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[likely's solution](#)

88.

1658B

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

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[likely's solution](#)

89.

1658A

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Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[likely's solution](#)

90.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[likely's solution](#)

91.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[likely's solution](#)

92.

1626A

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

Quality: 30,876 global accepts · Rating: 800 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[likely's solution](#)

93.

1644B

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Quality: 21,319 global accepts · Rating: 800 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
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94.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[likely's solution](#)

95.

1647A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[likely's solution](#)

96.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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97.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 800 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[likely's solution](#)

98.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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99.

1650A

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

Quality: 37,304 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[likely's solution](#)

100.

1646B

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

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101.

1646A

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Quality: 25,388 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: math
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102.

1206A

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[likely's solution](#)

103.

1638A

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104.

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1631A

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1632A

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109.

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110.

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111.

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1611B

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113.

1611A

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114.

1627A

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115.

1624A

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116.

1621A

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117.

1616A

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118.

1615A

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1619B

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1619A

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1620A

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122.

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123.

1614A

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124.

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126.

1604A

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127.

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128.

1582A

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129.

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130.

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131.

1598A

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132.

1594A

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135.

1579A

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136.

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138.

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1566B

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141.

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1562A

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148.

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149.

1529A

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1560A

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151.

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152.

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153.

1536A

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154.

1546A

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155.

1541A

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156.

1560C

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1560B

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158.

1557A

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159.

1535A

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160.

1537A

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161.

1549B

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1549A

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163.

1554A

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164.

1552A

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1530B

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166.

1530A

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167.

1551B1

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168.

1551A

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169.

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170.

1399A

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171.

1553A

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1547B

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174.

1542A

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175.

1538B

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176.

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177.

1539B

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178.

1527A

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180.

1511A

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181.

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182.

1520A

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183.

1515A

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184.

1516A

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185.

1517A

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186.

1519B

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187.

1519A

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188.

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189.

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190.

1512A

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191.

677A

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192.

271A

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193.

1108A

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194.

1504A

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[likely's solution](#)

195.

1498A

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196.

1506A

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197.

1482A

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198.

1497A

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199.

1501A

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200.

1493A

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201.

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1492A

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203.

1430B

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204.

734A

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205.

41A

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206.

110A

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207.

1490A

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208.

1487A

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209.

266B

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210.

59A

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211.

617A

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[likely's solution](#)

212.

116A

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[likely's solution](#)

213.

977A

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[likely's solution](#)

214.

791A

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215.

546A

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216.

236A

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[likely's solution](#)

217.

266A

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218.

1480A

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219.

1481A

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220.

281A

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221.

339A

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222.

263A

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223.

112A

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224.

282A

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225.

50A

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226.

158A

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227.

231A

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228.

71A

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229.

4A

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230.

1478A

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231.

1421A

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[likely's solution](#)

232.

1474A

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233.

1461A

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234.

1468E

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[likely's solution](#)

235.

1080A

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236.

835A

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237.

1312A

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238.

992A

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239.

1473A

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240.

1472B

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241.

1472A

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[likely's solution](#)

242.

1459A

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243.

1466B

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244.

1466A

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245.

1450A

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246.

1465A

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[likely's solution](#)

247.

1462B

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248.

1462A

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249.

1453A

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250.

1455A

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251.

1457A

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252.

1454B

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253.

1454A

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[likely's solution](#)

254.

1451A

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255.

1452C

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256.

1452A

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257.

1440A

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[likely's solution](#)

258.

1443A

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259.

1447A

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260.

1438A

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Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[likely's solution](#)

261.

1435A

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[likely's solution](#)

262.

1352A

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[likely's solution](#)

263.

1433B

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[likely's solution](#)

264.

1433A

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Quality: 62,640 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[likely's solution](#)

265.

1436A

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266.

2072B

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267.

1985D

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268.

1915D

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269.

1878C

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270.

1845B

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271.

1823B

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272.

1807D

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273.

1771A

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274.

1735B

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275.

1726A

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276.

1709B

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277.

1705B

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278.

1699B

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279.

1696B

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280.

1697B

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281.

1650B

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[likely's solution](#)

282.

1206B

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Quality: 29,510 global accepts · Rating: 900 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
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283.

1613A

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284.

1617B

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Quality: 26,829 global accepts · Rating: 900 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[likely's solution](#)

285.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,933 global accepts · Rating: 900 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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286.

1591B

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Rating: 900 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[likely's solution](#)

287.

1588A

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[likely's solution](#)

288.

1607B

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289.

1606A

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290.

1582B

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291.

1593B

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292.

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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293.

1420A

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294.

1543B

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295.

1543A

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296.

408A

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297.

415A

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298.

1559B

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

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299.

1559A

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Quality: 45,575 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
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300.

1555A

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Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · last AC: 2021-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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301.

1535B

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Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[likely's solution](#)

302.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,300 global accepts · Rating: 900 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[likely's solution](#)

303.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2021-04-22 · PyPy 3 (first AC) · Tags: implementation
[likely's solution](#)

304.

1505A

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Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, interactive
[likely's solution](#)

305.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-16 · PyPy 3 (first AC) · Tags: dp, implementation, sortings
[likely's solution](#)

306.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,242 global accepts · Rating: 900 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[likely's solution](#)

307.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 900 · first AC: 2021-03-02 · last AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[likely's solution](#)

308.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,754 global accepts · Rating: 900 · first AC: 2021-02-21 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, math
[likely's solution](#)

309.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · PyPy 3 (first AC) · Tags: greedy, implementation
[likely's solution](#)

310.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[likely's solution](#)

311.

1475B

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

Quality: 57,240 global accepts · Rating: 900 · first AC: 2021-01-25 · PyPy 3 (first AC) · Tags: brute force, dp, math
[likely's solution](#)

312.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,802 global accepts · Rating: 900 · first AC: 2021-01-25 · PyPy 3 (first AC) · Tags: math, number theory

[likely's solution](#)

313.

1468N

[Waste Sorting](#) · [Tutorial](#)

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[likely's solution](#)

314.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 900 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[likely's solution](#)

315.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[likely's solution](#)

316.

1471A

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

Quality: 38,202 global accepts · Rating: 900 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[likely's solution](#)

317.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,448 global accepts · Rating: 900 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[likely's solution](#)

318.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · last AC: 2020-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[likely's solution](#)

319.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,326 global accepts · Rating: 900 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[likely's solution](#)

320.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[likely's solution](#)

321.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[likely's solution](#)

322.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,901 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, strings

[likely's solution](#)

323.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,105 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[likely's solution](#)

324.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, strings

[likely's solution](#)

325.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers

[likely's solution](#)

326.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[likely's solution](#)

327.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[likely's solution](#)

328.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,346 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[likely's solution](#)

329.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,261 global accepts · Rating: 1000 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[likely's solution](#)

330.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[likely's solution](#)

331.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[likely's solution](#)

332.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[likely's solution](#)

333.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[likely's solution](#)

334.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,603 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[likely's solution](#)

335.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[likely's solution](#)

336.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings
[likely's solution](#)

337.

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
[likely's solution](#)

338.

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
[likely's solution](#)

339.

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
[likely's solution](#)

340.

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[likely's solution](#)

341.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[likely's solution](#)

342.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[likely's solution](#)

343.

1620B

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

Quality: 31,471 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[likely's solution](#)

344.

1614B

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

Quality: 29,026 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[likely's solution](#)

345.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[likely's solution](#)

346.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[likely's solution](#)

347.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · PyPy 3 (first AC) · Tags: binary search, greedy

[likely's solution](#)

348.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[likely's solution](#)

349.

1579E1

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

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[likely's solution](#)

350.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[likely's solution](#)

351.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[likely's solution](#)

352.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[likely's solution](#)

353.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,929 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[likely's solution](#)

354.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[likely's solution](#)

355.

1521A

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

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[likely's solution](#)

356.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,839 global accepts · Rating: 1000 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[likely's solution](#)

357.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[likely's solution](#)

358.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[likely's solution](#)

359.

1520C

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

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[likely's solution](#)

360.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · PyPy 3 (first AC) · Tags: brute force, geometry, math, number theory

[likely's solution](#)

361.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: implementation

[likely's solution](#)

362.

1506C

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

Quality: 35,620 global accepts · Rating: 1000 · first AC: 2021-03-25 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

[likely's solution](#)

363.

1430C

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

Quality: 28,233 global accepts · Rating: 1000 · first AC: 2021-02-21 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[likely's solution](#)

364.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,175 global accepts · Rating: 1000 · first AC: 2021-02-19 · PyPy 3 (first AC) · Tags: math

[likely's solution](#)

365.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, math

[likely's solution](#)

366.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,134 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[likely's solution](#)

367.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-29 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[likely's solution](#)

368.

1474B

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

Quality: 40,320 global accepts · Rating: 1000 · first AC: 2021-01-19 · last AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[likely's solution](#)

369.

1155A

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

Quality: 25,967 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[likely's solution](#)

370.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,574 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[likely's solution](#)

371.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[likely's solution](#)

372.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,091 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, strings

[likely's solution](#)

373.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,054 global accepts · Rating: 1000 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[likely's solution](#)

374.

1469A

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

Quality: 30,032 global accepts · Rating: 1000 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[likely's solution](#)

375.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,442 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[likely's solution](#)

376.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1100 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[likely's solution](#)

377.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,857 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[likely's solution](#)

378.

1899B

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

Quality: 33,346 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory
[likely's solution](#)

379.

1842B

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

Quality: 25,534 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[likely's solution](#)

380.

1821B

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

Quality: 28,325 global accepts · Rating: 1100 · first AC: 2023-04-20 · last AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[likely's solution](#)

381.

1797B

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

Quality: 24,613 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[likely's solution](#)

382.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,842 global accepts · Rating: 1100 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[likely's solution](#)

383.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,249 global accepts · Rating: 1100 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[likely's solution](#)

384.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,281 global accepts · Rating: 1100 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[likely's solution](#)

385.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[likely's solution](#)

386.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,553 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[likely's solution](#)

387.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,067 global accepts · Rating: 1100 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[likely's solution](#)

388.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, strings
[likely's solution](#)

389.

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
[likely's solution](#)

390.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[likely's solution](#)

391.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[likely's solution](#)

392.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[likely's solution](#)

393.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[likely's solution](#)

394.

1700B

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

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[likely's solution](#)

395.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[likely's solution](#)

396.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings
[likely's solution](#)

397.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[likely's solution](#)

398.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[likely's solution](#)

399.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[likely's solution](#)

400.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,333 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

401.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[likely's solution](#)

402.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · PyPy 3 (first AC) · Tags: math, number theory
[likely's solution](#)

403.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[likely's solution](#)

404.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[likely's solution](#)

405.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[likely's solution](#)

406.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[likely's solution](#)

407.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[likely's solution](#)

408.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2021-08-27 · PyPy 3 (first AC) · Tags: brute force, greedy, math
[likely's solution](#)

409.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[likely's solution](#)

410.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[likely's solution](#)

411.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[likely's solution](#)

412.

331C1

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

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2021-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp
[likely's solution](#)

413.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,807 global accepts · Rating: 1100 · first AC: 2021-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees
[likely's solution](#)

414.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[likely's solution](#)

415.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2021-04-22 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, math
[likely's solution](#)

416.

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-25 · PyPy 3 (first AC) · Tags: greedy, implementation
[likely's solution](#)

417.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math
[likely's solution](#)

418.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
[likely's solution](#)

419.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,822 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[likely's solution](#)

420.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[likely's solution](#)

421.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, math
[likely's solution](#)

422.

1421B

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

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2021-01-25 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation
[likely's solution](#)

423.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2021-01-22 · PyPy 3 (first AC) · Tags: binary search, math
[likely's solution](#)

424.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[likely's solution](#)

425.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[likely's solution](#)

426.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,340 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
[likely's solution](#)

427.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math
[likely's solution](#)

428.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[likely's solution](#)

429.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · Tutorial

Quality: 19,574 global accepts · Rating: 1200 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[likely's solution](#)

430.

1985E

[Secret Box](#) · Tutorial

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[likely's solution](#)

431.

1907C

[Removal of Unattractive Pairs](#) · Tutorial

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[likely's solution](#)

432.

1874A

[Jellyfish and Game](#) · Tutorial

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[likely's solution](#)

433.

1846D

[Rudolph and Christmas Tree](#) · Tutorial

Quality: 22,447 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[likely's solution](#)

434.

1846C

[Rudolf and the Another Competition](#) · Tutorial

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[likely's solution](#)

435.

1843D

[Apple Tree](#) · Tutorial

Quality: 21,689 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[likely's solution](#)

436.

1736B

[Playing with GCD](#) · Tutorial

Quality: 20,254 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[likely's solution](#)

437.

1703E

[Mirror Grid](#) · Tutorial

Quality: 27,581 global accepts · Rating: 1200 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[likely's solution](#)

438.

1730C

[Minimum Notation](#) · Tutorial

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[likely's solution](#)

439.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,276 global accepts · Rating: 1200 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[likely's solution](#)

440.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[likely's solution](#)

441.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[likely's solution](#)

442.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[likely's solution](#)

443.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[likely's solution](#)

444.

1635C

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

Quality: 25,126 global accepts · Rating: 1200 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[likely's solution](#)

445.

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

[likely's solution](#)

446.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[likely's solution](#)

447.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[likely's solution](#)

448.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[likely's solution](#)

449.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[likely's solution](#)

450.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[likely's solution](#)

451.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,708 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[likely's solution](#)

452.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[likely's solution](#)

453.

1582C

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

Quality: 23,644 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[likely's solution](#)

454.

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
[likely's solution](#)

455.

1598C

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

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers
[likely's solution](#)

456.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,333 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings
[likely's solution](#)

457.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-06 · PyPy 3 (first AC) · Tags: constructive algorithms, dsu, math, sortings
[likely's solution](#)

458.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[likely's solution](#)

459.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,806 global accepts · Rating: 1200 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[likely's solution](#)

460.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2021-08-27 · Python 3 (first AC) · Tags: brute force, math, number theory

[likely's solution](#)

461.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,026 global accepts · Rating: 1200 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[likely's solution](#)

462.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[likely's solution](#)

463.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2021-08-11 · last AC: 2021-08-17 · Python 3 (first AC) · Tags: implementation

[likely's solution](#)

464.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[likely's solution](#)

465.

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[likely's solution](#)

466.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[likely's solution](#)

467.

1399C

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

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[likely's solution](#)

468.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[likely's solution](#)

469.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,477 global accepts · Rating: 1200 · first AC: 2021-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[likely's solution](#)

470.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,459 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[likely's solution](#)

471.

1527B1

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

Quality: 34,396 global accepts · Rating: 1200 · first AC: 2021-05-23 · last AC: 2021-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games
[likely's solution](#)

472.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,469 global accepts · Rating: 1200 · first AC: 2021-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, math
[likely's solution](#)

473.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[likely's solution](#)

474.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[likely's solution](#)

475.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,707 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
[likely's solution](#)

476.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,708 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[likely's solution](#)

477.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,224 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[likely's solution](#)

478.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[likely's solution](#)

479.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings
[likely's solution](#)

480.

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · last AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[likely's solution](#)

481.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[likely's solution](#)

482.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[likely's solution](#)

483.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · PyPy 3 (first AC) · Tags: math, number theory

[likely's solution](#)

484.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[likely's solution](#)

485.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,535 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, sortings

[likely's solution](#)

486.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[likely's solution](#)

487.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[likely's solution](#)

488.

1352C

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

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[likely's solution](#)

489.

1352B

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

Quality: 44,818 global accepts · Rating: 1200 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[likely's solution](#)

490.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[likely's solution](#)

491.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 1300 · first AC: 2025-12-11 · last AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[likely's solution](#)

492.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,638 global accepts · Rating: 1300 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[likely's solution](#)

493.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[likely's solution](#)

494.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[likely's solution](#)

495.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[likely's solution](#)

496.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[likely's solution](#)

497.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[likely's solution](#)

498.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[likely's solution](#)

499.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[likely's solution](#)

500.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · last AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[likely's solution](#)

501.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[likely's solution](#)

502.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[likely's solution](#)

503.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[likely's solution](#)

504.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,773 global accepts · Rating: 1300 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive
[likely's solution](#)

505.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[likely's solution](#)

506.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 23,999 global accepts · Rating: 1300 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[likely's solution](#)

507.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[likely's solution](#)

508.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,047 global accepts · Rating: 1300 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[likely's solution](#)

509.

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
[likely's solution](#)

510.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[likely's solution](#)

511.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[likely's solution](#)

512.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[likely's solution](#)

513.

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

[likely's solution](#)

514.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[likely's solution](#)

515.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[likely's solution](#)

516.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[likely's solution](#)

517.

1650D

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

Quality: 14,690 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[likely's solution](#)

518.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math

[likely's solution](#)

519.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[likely's solution](#)

520.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[likely's solution](#)

521.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[likely's solution](#)

522.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[likely's solution](#)

523.

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[likely's solution](#)

524.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · last AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[likely's solution](#)

525.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,195 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[likely's solution](#)

526.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, math
[likely's solution](#)

527.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
[likely's solution](#)

528.

872C

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

Rating: 1300 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory
[likely's solution](#)

529.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[likely's solution](#)

530.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[likely's solution](#)

531.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,413 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[likely's solution](#)

532.

1561B

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

Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[likely's solution](#)

533.

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · last AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[likely's solution](#)

534.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[likely's solution](#)

535.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[likely's solution](#)

536.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[likely's solution](#)

537.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[likely's solution](#)

538.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[likely's solution](#)

539.

600B

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

Quality: 39,160 global accepts · Rating: 1300 · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[likely's solution](#)

540.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[likely's solution](#)

541.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[likely's solution](#)

542.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy, math
[likely's solution](#)

543.

919C

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

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2021-01-27 · PyPy 3 (first AC) · Tags: brute force, implementation
[likely's solution](#)

544.

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[likely's solution](#)

545.

450B

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

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[likely's solution](#)

546.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings
[likely's solution](#)

547.

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[likely's solution](#)

548.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,878 global accepts · Rating: 1300 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[likely's solution](#)

549.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[likely's solution](#)

550.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[likely's solution](#)

551.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,638 global accepts · Rating: 1300 · first AC: 2020-11-04 · last AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings
[likely's solution](#)

552.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[likely's solution](#)

553.

1352D

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

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[likely's solution](#)

554.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1400 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[likely's solution](#)

555.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,568 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms

[likely's solution](#)

556.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,961 global accepts · Rating: 1400 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[likely's solution](#)

557.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[likely's solution](#)

558.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[likely's solution](#)

559.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[likely's solution](#)

560.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[likely's solution](#)

561.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[likely's solution](#)

562.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,796 global accepts · Rating: 1400 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[likely's solution](#)

563.

1771B

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

Quality: 21,330 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[likely's solution](#)

564.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[likely's solution](#)

565.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[likely's solution](#)

566.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1400 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[likely's solution](#)

567.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[likely's solution](#)

568.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[likely's solution](#)

569.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[likely's solution](#)

570.

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[likely's solution](#)

571.

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

[likely's solution](#)

572.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[likely's solution](#)

573.

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

[likely's solution](#)

574.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[likely's solution](#)

575.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[likely's solution](#)

576.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[likely's solution](#)

577.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[likely's solution](#)

578.

1624D

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

Quality: 19,079 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, strings

[likely's solution](#)

579.

1605C

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

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[likely's solution](#)

580.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[likely's solution](#)

581.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-03 · last AC: 2021-10-23 · PyPy 3 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[likely's solution](#)

582.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar

[likely's solution](#)

583.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[likely's solution](#)

584.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[likely's solution](#)

585.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,731 global accepts · Rating: 1400 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[likely's solution](#)

586.

415D

[Mashmokh and ACM](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[likely's solution](#)

587.

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[likely's solution](#)

588.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[likely's solution](#)

589.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[likely's solution](#)

590.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[likely's solution](#)

591.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[likely's solution](#)

592.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[likely's solution](#)

593.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[likely's solution](#)

594.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[likely's solution](#)

595.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,103 global accepts · Rating: 1400 · first AC: 2021-04-19 · PyPy 3 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[likely's solution](#)

596.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[likely's solution](#)

597.

1506D

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

Quality: 25,533 global accepts · Rating: 1400 · first AC: 2021-03-25 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy

[likely's solution](#)

598.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[likely's solution](#)

599.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · PyPy 3 (first AC) · Tags: combinatorics, graphs, math

[likely's solution](#)

600.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2021-01-25 · PyPy 3 (first AC) · Tags: constructive algorithms, strings

[likely's solution](#)

601.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[likely's solution](#)

602.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1400 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[likely's solution](#)

603.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[likely's solution](#)

604.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings
[likely's solution](#)

605.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-05 · last AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[likely's solution](#)

606.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[likely's solution](#)

607.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,197 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings
[likely's solution](#)

608.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[likely's solution](#)

609.

1486B

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

Quality: 20,479 global accepts · Rating: 1500 · first AC: 2021-02-18 · last AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings
[likely's solution](#)

610.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp
[likely's solution](#)

611.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[likely's solution](#)

612.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[likely's solution](#)

613.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,526 global accepts · Rating: 1500 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[likely's solution](#)

614.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[likely's solution](#)

615.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[likely's solution](#)

616.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[likely's solution](#)

617.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[likely's solution](#)

618.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[likely's solution](#)

619.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,513 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[likely's solution](#)

620.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[likely's solution](#)

621.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[likely's solution](#)

622.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[likely's solution](#)

623.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[likely's solution](#)

624.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[likely's solution](#)

625.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[likely's solution](#)

626.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[likely's solution](#)

627.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[likely's solution](#)

628.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[likely's solution](#)

629.

1409D

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

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2021-08-27 · PyPy 3 (first AC) · Tags: greedy, math

[likely's solution](#)

630.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[likely's solution](#)

631.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[likely's solution](#)

632.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, number theory

[likely's solution](#)

633.

1546C

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

Rating: 1500 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[likely's solution](#)

634.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,127 global accepts · Rating: 1500 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[likely's solution](#)

635.

415C

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

Rating: 1500 · first AC: 2021-08-17 · last AC: 2021-08-17 · Java 11 (first AC) · Tags: constructive algorithms, greedy, number theory

[likely's solution](#)

636.

415B

[Mashmokh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math

[likely's solution](#)

637.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[likely's solution](#)

638.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings

[likely's solution](#)

639.

1399D

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

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[likely's solution](#)

640.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[likely's solution](#)

641.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[likely's solution](#)

642.

550C

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

Quality: 32,130 global accepts · Rating: 1500 · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[likely's solution](#)

643.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[likely's solution](#)

644.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[likely's solution](#)

645.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[likely's solution](#)

646.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[likely's solution](#)

647.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[likely's solution](#)

648.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[likely's solution](#)

649.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[likely's solution](#)

650.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · PyPy 3 (first AC) · Tags: binary search, brute force, math, number theory

[likely's solution](#)

651.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[likely's solution](#)

652.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[likely's solution](#)

653.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[likely's solution](#)

654.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
[likely's solution](#)

655.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
[likely's solution](#)

656.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[likely's solution](#)

657.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[likely's solution](#)

658.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,211 global accepts · Rating: 1600 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[likely's solution](#)

659.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,791 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, number theory
[likely's solution](#)

660.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[likely's solution](#)

661.

1748C

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

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[likely's solution](#)

662.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers
[likely's solution](#)

663.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[likely's solution](#)

664.

1798D

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

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-03-26 · last AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[likely's solution](#)

665.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[likely's solution](#)

666.

1771C

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

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[likely's solution](#)

667.

1722E

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

Quality: 13,366 global accepts · Rating: 1600 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[likely's solution](#)

668.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[likely's solution](#)

669.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[likely's solution](#)

670.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[likely's solution](#)

671.

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

[likely's solution](#)

672.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[likely's solution](#)

673.

1688D

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

Quality: 1600 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[likely's solution](#)

674.

1671D

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

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[likely's solution](#)

675.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[likely's solution](#)

676.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[likely's solution](#)

677.

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

[likely's solution](#)

678.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[likely's solution](#)

679.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[likely's solution](#)

680.

1604D

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

Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[likely's solution](#)

681.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[likely's solution](#)

682.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,596 global accepts · Rating: 1600 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[likely's solution](#)

683.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · PyPy 3 (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[likely's solution](#)

684.

408D

[Long Path](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-11 · last AC: 2021-09-07 · Python 3 (first AC) · Tags: dp

[likely's solution](#)

685.

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[likely's solution](#)

686.

1526C2

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

Quality: 29,727 global accepts · Rating: 1600 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[likely's solution](#)

687.

408C

[Triangle](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-11 · last AC: 2021-08-18 · Python 3 (first AC) · Tags: geometry, math

[likely's solution](#)

688.

1537E1

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

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[likely's solution](#)

689.

1555D

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

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[likely's solution](#)

690.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[likely's solution](#)

691.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[likely's solution](#)

692.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[likely's solution](#)

693.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[likely's solution](#)

694.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[likely's solution](#)

695.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[likely's solution](#)

696.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[likely's solution](#)

697.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[likely's solution](#)

698.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[likely's solution](#)

699.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2021-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[likely's solution](#)

700.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[likely's solution](#)

701.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[likely's solution](#)

702.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[likely's solution](#)

703.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[likely's solution](#)

704.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[likely's solution](#)

705.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[likely's solution](#)

706.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[likely's solution](#)

707.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[likely's solution](#)

708.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[likely's solution](#)

709.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[likely's solution](#)

710.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1700 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[likely's solution](#)

711.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[likely's solution](#)

712.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[likely's solution](#)

713.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[likely's solution](#)

714.

1699C

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

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[likely's solution](#)

715.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[likely's solution](#)

716.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 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

[likely's solution](#)

717.

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

[likely's solution](#)

718.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[likely's solution](#)

719.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[likely's solution](#)

720.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[likely's solution](#)

721.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[likely's solution](#)

722.

1658C

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

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[likely's solution](#)

723.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,877 global accepts · Rating: 1700 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[likely's solution](#)

724.

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-31 · last AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[likely's solution](#)

725.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math
[likely's solution](#)

726.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[likely's solution](#)

727.

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

[likely's solution](#)

728.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[likely's solution](#)

729.

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[likely's solution](#)

730.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[likely's solution](#)

731.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[likely's solution](#)

732.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[likely's solution](#)

733.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[likely's solution](#)

734.

1537D

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Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
[likely's solution](#)

735.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math
[likely's solution](#)

736.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[likely's solution](#)

737.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation
[likely's solution](#)

738.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 1700 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[likely's solution](#)

739.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive
[likely's solution](#)

740.

1467B

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Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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741.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · last AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[likely's solution](#)

742.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[likely's solution](#)

743.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory
[likely's solution](#)

744.

1478C

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

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[likely's solution](#)

745.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation
[likely's solution](#)

746.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[likely's solution](#)

747.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[likely's solution](#)

748.

950D

[A Leapfrog in the Array](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[likely's solution](#)

749.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, strings
[likely's solution](#)

750.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[likely's solution](#)

751.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2021-01-03 · last AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[likely's solution](#)

752.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, math
[likely's solution](#)

753.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings
[likely's solution](#)

754.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation,

shortest paths, sortings

[likely's solution](#)

755.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · last AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[likely's solution](#)

756.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-08 · last AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[likely's solution](#)

757.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[likely's solution](#)

758.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[likely's solution](#)

759.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[likely's solution](#)

760.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[likely's solution](#)

761.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[likely's solution](#)

762.

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

[likely's solution](#)

763.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[likely's solution](#)

764.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[likely's solution](#)

765.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[likely's solution](#)

766.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · last AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[likely's solution](#)

767.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[likely's solution](#)

768.

1630B

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

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[likely's solution](#)

769.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[likely's solution](#)

770.

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

[likely's solution](#)

771.

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

[likely's solution](#)

772.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, implementation

[likely's solution](#)

773.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[likely's solution](#)

774.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · last AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[likely's solution](#)

775.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,560 global accepts · Rating: 1800 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[likely's solution](#)

776.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[likely's solution](#)

777.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · last AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[likely's solution](#)

778.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[likely's solution](#)

779.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[likely's solution](#)

780.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[likely's solution](#)

781.

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[likely's solution](#)

782.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,027 global accepts · Rating: 1800 · first AC: 2021-01-21 · PyPy 3 (first AC) · Tags: constructive algorithms, divide and conquer

[likely's solution](#)

783.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[likely's solution](#)

784.

1443F

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-04 · last AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, greedy, math

[likely's solution](#)

785.

1443D

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

Rating: 1800 · first AC: 2020-11-04 · last AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[likely's solution](#)

786.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[likely's solution](#)

787.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · last AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[likely's solution](#)

788.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,638 global accepts · Rating: 1900 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[likely's solution](#)

789.

1878F

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Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[likely's solution](#)

790.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1900 · first AC: 2023-07-07 · last AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[likely's solution](#)

791.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[likely's solution](#)

792.

61E

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Quality: 15,175 global accepts · Rating: 1900 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

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793.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[likely's solution](#)

794.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, graphs

[likely's solution](#)

795.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[likely's solution](#)

796.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[likely's solution](#)

797.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[likely's solution](#)

798.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

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

[likely's solution](#)

799.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · last AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[likely's solution](#)

800.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[likely's solution](#)

801.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · last AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[likely's solution](#)

802.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[likely's solution](#)

803.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[likely's solution](#)

804.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[likely's solution](#)

805.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[likely's solution](#)

806.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[likely's solution](#)

807.

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

[likely's solution](#)

808.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[likely's solution](#)

809.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[likely's solution](#)

810.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[likely's solution](#)

811.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[likely's solution](#)

812.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[likely's solution](#)

813.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, two pointers

[likely's solution](#)

814.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[likely's solution](#)

815.

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-23 · last AC: 2021-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[likely's solution](#)

816.

808D

[Array Division · Tutorial](#)

Quality: 8,098 global accepts · Rating: 1900 · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[likely's solution](#)

817.

1492D

[Genius's Gambit · Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[likely's solution](#)

818.

1480D1

[Painting the Array I · Tutorial](#)

Rating: 1900 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[likely's solution](#)

819.

1421D

[Hexagons · Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2021-01-25 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[likely's solution](#)

820.

1445D

[Divide and Sum · Tutorial](#)

Rating: 1900 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[likely's solution](#)

821.

1815B

[Sum Graph · Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[likely's solution](#)

822.

1783D

[Different Arrays · Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[likely's solution](#)

823.

1726D

[Edge Split · Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[likely's solution](#)

824.

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

[likely's solution](#)

825.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[likely's solution](#)

826.

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

[likely's solution](#)

827.

1696E

[Placing Jinas](#) · [Tutorial](#)

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

[likely's solution](#)

828.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[likely's solution](#)

829.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[likely's solution](#)

830.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[likely's solution](#)

831.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[likely's solution](#)

832.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[likely's solution](#)

833.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[likely's solution](#)

834.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[likely's solution](#)

835.

1600I

[Bubble Strike](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, probabilities

[likely's solution](#)

836.

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-09-02 · last AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[likely's solution](#)

837.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[likely's solution](#)

838.

1521C

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

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[likely's solution](#)

839.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp

[likely's solution](#)

840.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[likely's solution](#)

841.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[likely's solution](#)

842.

1451E1

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

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[likely's solution](#)

843.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · last AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[likely's solution](#)

844.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[likely's solution](#)

845.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[likely's solution](#)

846.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[likely's solution](#)

847.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[likely's solution](#)

848.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[likely's solution](#)

849.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[likely's solution](#)

850.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[likely's solution](#)

851.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[likely's solution](#)

852.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[likely's solution](#)

853.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[likely's solution](#)

854.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[likely's solution](#)

855.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[likely's solution](#)

856.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2200 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[likely's solution](#)

857.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[likely's solution](#)

858.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[likely's solution](#)

859.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · last AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[likely's solution](#)

860.

1695D1

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

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

[likely's solution](#)

861.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[likely's solution](#)

862.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[likely's solution](#)

863.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2021-01-19 · last AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[likely's solution](#)

864.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[likely's solution](#)

865.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[likely's solution](#)

866.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[likely's solution](#)

867.

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

[likely's solution](#)

868.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[likely's solution](#)

869.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[likely's solution](#)

870.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[likely's solution](#)

871.

1699D

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

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[likely's solution](#)

872.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[likely's solution](#)

873.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[likely's solution](#)

874.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[likely's solution](#)

875.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[likely's solution](#)

876.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2300 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[likely's solution](#)

877.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · last AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[likely's solution](#)

878.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[likely's solution](#)

879.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[likely's solution](#)

880.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[likely's solution](#)

881.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[likely's solution](#)

882.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[likely's solution](#)

883.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[likely's solution](#)

884.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[likely's solution](#)

885.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2021-01-12 · last AC: 2021-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[likely's solution](#)

886.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-05 · last AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[likely's solution](#)

887.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[likely's solution](#)

888.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, graphs, math

[likely's solution](#)

889.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[likely's solution](#)

890.

1688F

[Sanae and Giant Robot](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu

[likely's solution](#)

891.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-15 · last AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[likely's solution](#)

892.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-24 · PyPy 3 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[likely's solution](#)

893.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, number theory
[likely's solution](#)

894.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math
[likely's solution](#)

895.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2021-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory
[likely's solution](#)

896.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · last AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities
[likely's solution](#)

897.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive
[likely's solution](#)

898.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities
[likely's solution](#)

899.

104369A

[Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

900.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

901.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

902.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

903.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

904.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

905.

104128I

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

Rating: — · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

906.

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

907.

100548K

[Last Defence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

908.

100548A

[Built with Qinghuai and Ari Factor](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

909.

104081A

[Qienja](#)

Rating: — · first AC: 2023-09-16 · last AC: 2023-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

910.

104081E

[wǎo fǎ](#)

Rating: — · first AC: 2023-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

911.

104081C

[mǔjī](#)

Rating: — · first AC: 2023-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

912.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

913.

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[likely's solution](#)

914.

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[likely's solution](#)

915.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · PyPy 3-64 (first AC) · Tags: —
[likely's solution](#)

916.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

917.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

918.

104021N

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

Rating: — · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[likely's solution](#)

919.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[likely's solution](#)

920.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

921.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

922.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[likely's solution](#)

923.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

924.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

925.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

926.

104217F

[The Austin Longhorn Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

927.

104217E

[Snowy Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

928.

104217D

[Outfit Ordeal](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

929.

104217C

[Sled Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

930.

104217B

[Max Difference](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

931.

104217A

[Swapped Signs](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

932.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · last AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

933.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

934.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

935.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

936.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[likely's solution](#)

937.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

938.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · last AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

939.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

940.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

941.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · last AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[likely's solution](#)

942.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[likely's solution](#)

943.

102394I

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

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

944.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

945.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

946.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

947.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[likely's solution](#)

948.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[likely's solution](#)

949.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[likely's solution](#)

950.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[likely's solution](#)

951.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[likely's solution](#)

952.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

953.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

954.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[likely's solution](#)

955.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · PyPy 3-64 (first AC) · Tags: —
[likely's solution](#)

956.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

957.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

958.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

959.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[likely's solution](#)

960.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

961.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[likely's solution](#)

962.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

963.

103931E

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

Rating: — · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

964.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[likely's solution](#)

965.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

966.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

967.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[likely's solution](#)

968.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

969.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

970.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[likely's solution](#)

971.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

972.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[likely's solution](#)

973.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

974.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

975.

102986D

[Peter Piper Picked the Perfect Piece of Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

976.

102986C

[Spice Ratios](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

977.

102986B

[Sharing Cheerios](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

978.

102986A

[Favorite Foods](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

979.

103317H

[Temple Door](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

980.

103317G

[Circus Mayhem](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

981.

103317F

[Airship Merger](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

982.

103317E

[Air Moped](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

983.

103317D

[Feeding the Earth Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

984.

103317C

[Cactus Juice](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

985.

103317B

[Pro Bending](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

986.

103317A

[Oseye Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

987.

1570F

[Square Filling](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · Kotlin 1.4 (first AC) · Tags: *special
[likely's solution](#)

988.

1570E

[Erasing Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · Kotlin 1.4 (first AC) · Tags: *special, strings
[likely's solution](#)

989.

1570D

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

Rating: — · first AC: 2021-10-05 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[likely's solution](#)

990.

1570C

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation
[likely's solution](#)

991.

1570B

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · last AC: 2021-10-05 · Kotlin 1.4 (first AC) · Tags: *special, math
[likely's solution](#)

992.

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · last AC: 2021-10-05 · Kotlin 1.5 (first AC) · Tags: *special
[likely's solution](#)

993.

103036B

[Vinyl Records](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

994.

103036A

[Switching Up the Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

995.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

996.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

997.

103294H

[Land Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

998.

103294G

[Spar-Lord's Voyage](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

999.

103294D

[Cornfield Chase](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1000.

103294E

[Ratman's Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1001.

103294F

[Civil War](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1002.

103294C

[Bugged Sum](#) · [Tutorial](#)Rating: — · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)**1003.**

103294B

[Lifting Stones](#) · [Tutorial](#)Rating: — · first AC: 2021-09-18 · PyPy 3 (first AC) · Tags: —
[likely's solution](#)**1004.**

103294A

[Journey Home](#) · [Tutorial](#)Rating: — · first AC: 2021-09-18 · PyPy 3 (first AC) · Tags: —
[likely's solution](#)**1005.**

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)Rating: — · first AC: 2021-09-14 · Go (first AC) · Tags: *special
[likely's solution](#)**1006.**

103269H

[Pet Pens \(II\)](#) · [Tutorial](#)Rating: — · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)**1007.**

103269G

[Doggo Daycare](#) · [Tutorial](#)Rating: — · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)**1008.**

103269F

[Cute Pets](#) · [Tutorial](#)Rating: — · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)**1009.**

103269E

[Pet Pens \(I\)](#) · [Tutorial](#)Rating: — · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)**1010.**

103269D

[Tallest Dogpark](#) · [Tutorial](#)Rating: — · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)**1011.**

103269C

[Abhilash's Dog](#) · [Tutorial](#)Rating: — · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)**1012.**

103269B

[Abhilash's Cat](#) · [Tutorial](#)Rating: — · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1013.

103269A

[Welcome](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · PyPy 3 (first AC) · Tags: —

[likely's solution](#)

1014.

1028924

[Park Fountains](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[likely's solution](#)

1015.

1028923

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

Rating: — · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[likely's solution](#)

1016.

1028922

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

Rating: — · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[likely's solution](#)

1017.

1028921

[Unique Elements](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[likely's solution](#)

1018.

102397H

[Mahmoud and the flagstones](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[likely's solution](#)

1019.

102397J

[AbuTahun and Flash Memories](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[likely's solution](#)

1020.

102397I

[Dr.Hjjawi and the MCQ](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[likely's solution](#)

1021.

102397G

[Super Weird Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[likely's solution](#)

1022.

102397F

[Weird Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[likely's solution](#)

1023.

102397E

[Bashar and the bad land \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[likely's solution](#)

1024.

102397D

[Bashar and the bad land \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1025.

102397C

[The Ending Point](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1026.

102397B

[Calculate The Area](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1027.

102397A

[Bashar and SHAWERMA!](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1028.

103029A

[John and nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · last AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1029.

103150H

[William Tell](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1030.

103150F

[Palindromicity](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1031.

103150I

[X-OR XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1032.

103150E

[o](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1033.

103150C

[EZPC Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1034.

103150B

[Arrowing Process](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1035.

103150A

[Addition Range Queries](#) · [Tutorial](#)Rating: — · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)**1036.**

undefined105

[Div 3](#) · [Tutorial](#)Rating: — · first AC: 2021-08-18 · Go (first AC) · Tags: *special
[likely's solution](#)**1037.**

undefined102

[Coprimes](#) · [Tutorial](#)Rating: — · first AC: 2021-08-18 · Go (first AC) · Tags: *special
[likely's solution](#)**1038.**

undefined403

[Scientific Problem](#) · [Tutorial](#)Rating: — · first AC: 2021-08-18 · Go (first AC) · Tags: *special
[likely's solution](#)**1039.**

undefined112

[a^b - b^a](#) · [Tutorial](#)Rating: — · first AC: 2021-08-18 · Python 3 (first AC) · Tags: *special
[likely's solution](#)**1040.**

undefined123

[The sum](#) · [Tutorial](#)Rating: — · first AC: 2021-08-18 · Go (first AC) · Tags: *special
[likely's solution](#)**1041.**

undefined100

[A+B](#) · [Tutorial](#)Rating: — · first AC: 2021-08-18 · Go (first AC) · Tags: *special
[likely's solution](#)**1042.**

103029B

[John, Katya](#) · [Tutorial](#)Rating: — · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)**1043.**

103185L

[Lola's Schedule](#) · [Tutorial](#)Rating: — · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)**1044.**

103185D

[Dividing Candy](#) · [Tutorial](#)Rating: — · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)**1045.**

103185N

[Non-Integer Donuts](#) · [Tutorial](#)Rating: — · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1046.

102881B

[Anany in the Army](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1047.

102881G

[Baby Ehab and a GCD Problem, Of Course](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[likely's solution](#)

1048.

102942D

[XOR Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-01 · PyPy 3 (first AC) · Tags: —
[likely's solution](#)

1049.

102942C

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-01 · PyPy 3 (first AC) · Tags: —
[likely's solution](#)

1050.

102942B

[Make All Odd](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-01 · PyPy 3 (first AC) · Tags: —
[likely's solution](#)

1051.

102942A

[Directional Move](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-01 · PyPy 3 (first AC) · Tags: —
[likely's solution](#)