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Unique solved — livo8

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

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Count: 594

- 1.**
2145A
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- 2.**
2144A
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- 3.**
2136A
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- 4.**
2134A
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- 5.**
2133B
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- 6.**
2133A
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- 7.**
2128A
[Recycling Center](#) · [Tutorial](#)
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- 8.**
2044C
[Hard Problem](#) · [Tutorial](#)
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- 9.**
2044B
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10.

2044A

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11.

2025A

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12.

2019A

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13.

2013A

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14.

2007A

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15.

2003B

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16.

2003A

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17.

2001B

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18.

2001A

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19.

1995A

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20.

1992B

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21.

1992A

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22.

1989A

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23.

1981A

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24.

1946A

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25.

1948A

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

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26.

1934A

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27.

1937A

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28.

1918A

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29.

1922A

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30.

1921B

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31.

1921A

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32.

1919B

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33.

1919A

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34.

1916A

[2023](#) · [Tutorial](#)

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35.

1915C

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36.

1914B

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37.

1914A

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38.

1913A

[Rating Increase](#) · [Tutorial](#)

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39.

1903A

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40.

1894A

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41.

1895B

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42.

1895A

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43.

1884A

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44.

1886A

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45.

1877A

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46.

1806A

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47.

1878B

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48.

1878A

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[livo8's solution](#)

49.

1882A

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50.

1873C

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51.

1873D

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52.

1873B

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53.

1873A

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54.

1821A

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55.

1867A

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56.

1872A

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57.

1855A

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58.

1851B

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59.

1851A

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60.

1850C

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61.

1850B

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62.

1850A

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63.

1579A

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64.

1834A

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65.

1607A

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66.

1846B

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67.

1846A

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68.

1611A

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69.

1754B

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70.

1754A

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71.

1618B

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72.

1618A

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73.

1845A

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74.

1624A

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75.

1560C

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76.

1560B

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77.

1560A

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78.

1842A

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79.

1759B

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80.

1759A

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81.

1790A

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82.

1833C

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83.

1843C

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84.

1843B

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85.

1843A

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86.

1802A

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87.

1836A

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88.

1539B

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89.

1807C

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90.

1807B

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91.

1807A

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Quality: 84,741 global accepts · Rating: 800 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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92.

1820A

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Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
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93.

1841A

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94.

1829C

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95.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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96.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,708 global accepts · Rating: 800 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
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97.

1700A

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98.

1840A

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99.

1837A

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Quality: 54,859 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[livo8's solution](#)

100.

1814A

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[livo8's solution](#)

101.

1800A

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[livo8's solution](#)

102.

1795A

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103.

1791C

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104.

1791B

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105.

1791A

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106.

1705A

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Quality: 26,583 global accepts · Rating: 800 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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107.

1676C

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108.

1676B

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109.

1676A

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110.

1703C

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111.

1703B

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112.

1703A

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113.

1731A

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114.

1692A

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115.

1744B

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Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[livo8's solution](#)

116.

1744A

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Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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117.

1772B

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118.

1772A

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119.

1675A

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120.

1766A

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121.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[livo8's solution](#)

122.

155A

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

Quality: 93,678 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[livo8's solution](#)

123.

268A

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Quality: 104,229 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force
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124.

271A

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Quality: 177,773 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force
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125.

546A

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Quality: 235,259 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[livo8's solution](#)

126.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,106 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[livo8's solution](#)

127.

231A

[Team](#) · [Tutorial](#)

Quality: 430,364 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[livo8's solution](#)

128.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,036 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[livo8's solution](#)

129.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[livo8's solution](#)

130.

1760B

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

Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[livo8's solution](#)

131.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,951 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[livo8's solution](#)

132.

1650A

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

Quality: 37,310 global accepts · Rating: 800 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[livo8's solution](#)

133.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[livo8's solution](#)

134.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math
[livo8's solution](#)

135.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[livo8's solution](#)

136.

1741A

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

Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[livo8's solution](#)

137.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,466 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[livo8's solution](#)

138.

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[livo8's solution](#)

139.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,647 global accepts · Rating: 800 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[livo8's solution](#)

140.

2136B

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Quality: 20,936 global accepts · Rating: 900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers

[livo8's solution](#)

141.

2013B

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

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[livo8's solution](#)

142.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[livo8's solution](#)

143.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
[livo8's solution](#)

144.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[livo8's solution](#)

145.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[livo8's solution](#)

146.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[livo8's solution](#)

147.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[livo8's solution](#)

148.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings
[livo8's solution](#)

149.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[livo8's solution](#)

150.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math
[livo8's solution](#)

151.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,502 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[livo8's solution](#)

152.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[livo8's solution](#)

153.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,837 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[livo8's solution](#)

154.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[livo8's solution](#)

155.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: math
[livo8's solution](#)

156.

1475B

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

Quality: 57,267 global accepts · Rating: 900 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
[livo8's solution](#)

157.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,849 global accepts · Rating: 900 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[livo8's solution](#)

158.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math
[livo8's solution](#)

159.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[livo8's solution](#)

160.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy
[livo8's solution](#)

161.

1705B

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Quality: 25,454 global accepts · Rating: 900 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[livo8's solution](#)

162.

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[livo8's solution](#)

163.

115A

[Party](#) · [Tutorial](#)

Quality: 43,365 global accepts · Rating: 900 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[livo8's solution](#)

164.

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[livo8's solution](#)

165.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,470 global accepts · Rating: 900 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[livo8's solution](#)

166.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[livo8's solution](#)

167.

2144B

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

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[livo8's solution](#)

168.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[livo8's solution](#)

169.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[livo8's solution](#)

170.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[livo8's solution](#)

171.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[livo8's solution](#)

172.

1888B

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Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[livo8's solution](#)

173.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[livo8's solution](#)

174.

1877B

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Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[livo8's solution](#)

175.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[livo8's solution](#)

176.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[livo8's solution](#)

177.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, greedy, math
[livo8's solution](#)

178.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[livo8's solution](#)

179.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,279 global accepts · Rating: 1000 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[livo8's solution](#)

180.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[livo8's solution](#)

181.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,589 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
[livo8's solution](#)

182.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[livo8's solution](#)

183.

1811B

[Conveyor Belts](#) · [Tutorial](#)

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

[livo8's solution](#)

184.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[livo8's solution](#)

185.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[livo8's solution](#)

186.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[livo8's solution](#)

187.

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[livo8's solution](#)

188.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[livo8's solution](#)

189.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[livo8's solution](#)

190.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[livo8's solution](#)

191.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[livo8's solution](#)

192.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[livo8's solution](#)

193.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[livo8's solution](#)

194.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
[livo8's solution](#)

195.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[livo8's solution](#)

196.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[livo8's solution](#)

197.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[livo8's solution](#)

198.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
[livo8's solution](#)

199.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[livo8's solution](#)

200.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,882 global accepts · Rating: 1100 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[livo8's solution](#)

201.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,544 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[livo8's solution](#)

202.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,096 global accepts · Rating: 1100 · first AC: 2023-11-20 · Node.js (first AC) · Tags: brute force, dp
[livo8's solution](#)

203.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings, strings
[livo8's solution](#)

204.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[livo8's solution](#)

205.

1826B

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

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[livo8's solution](#)

206.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,475 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[livo8's solution](#)

207.

1821B

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

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[livo8's solution](#)

208.

1867B

[XOR Palindromes](#) · [Tutorial](#)

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

[livo8's solution](#)

209.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[livo8's solution](#)

210.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[livo8's solution](#)

211.

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[livo8's solution](#)

212.

1624C

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

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[livo8's solution](#)

213.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers

[livo8's solution](#)

214.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[livo8's solution](#)

215.

1791E

[Negatives and Positives · Tutorial](#)

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[livo8's solution](#)

216.

1829E

[The Lakes · Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[livo8's solution](#)

217.

1839B

[Lamps · Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[livo8's solution](#)

218.

1700B

[Palindromic Numbers · Tutorial](#)

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[livo8's solution](#)

219.

1840B

[Binary Cafe · Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math
[livo8's solution](#)

220.

1838B

[Minimize Permutation Subarrays · Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[livo8's solution](#)

221.

1676E

[Eating Queries · Tutorial](#)

Quality: 33,077 global accepts · Rating: 1100 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[livo8's solution](#)

222.

1731B

[Kill Demodogs · Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · PyPy 3 (first AC) · Tags: greedy, math
[livo8's solution](#)

223.

1675C

[Detective Task · Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[livo8's solution](#)

224.

1760E

[Binary Inversions · Tutorial](#)

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[livo8's solution](#)

225.

2136C

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

Quality: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[livo8's solution](#)

226.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[livo8's solution](#)

227.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[livo8's solution](#)

228.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[livo8's solution](#)

229.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[livo8's solution](#)

230.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[livo8's solution](#)

231.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[livo8's solution](#)

232.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[livo8's solution](#)

233.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[livo8's solution](#)

234.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[livo8's solution](#)

235.

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[livo8's solution](#)

236.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[livo8's solution](#)

237.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[livo8's solution](#)

238.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[livo8's solution](#)

239.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[livo8's solution](#)

240.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,107 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[livo8's solution](#)

241.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[livo8's solution](#)

242.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, sortings
[livo8's solution](#)

243.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
[livo8's solution](#)

244.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math
[livo8's solution](#)

245.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[livo8's solution](#)

246.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[livo8's solution](#)

247.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[livo8's solution](#)

248.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[livo8's solution](#)

249.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[livo8's solution](#)

250.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[livo8's solution](#)

251.

1846C

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

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[livo8's solution](#)

252.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[livo8's solution](#)

253.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[livo8's solution](#)

254.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[livo8's solution](#)

255.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[livo8's solution](#)

256.

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[livo8's solution](#)

257.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[livo8's solution](#)

258.

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[livo8's solution](#)

259.

2144C

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

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[livo8's solution](#)

260.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[livo8's solution](#)

261.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[livo8's solution](#)

262.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[livo8's solution](#)

263.

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[livo8's solution](#)

264.

1948C

[Arrow Path](#) · [Tutorial](#)

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

[livo8's solution](#)

265.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[livo8's solution](#)

266.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[livo8's solution](#)

267.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[livo8's solution](#)

268.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
[livo8's solution](#)

269.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[livo8's solution](#)

270.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[livo8's solution](#)

271.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[livo8's solution](#)

272.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
[livo8's solution](#)

273.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[livo8's solution](#)

274.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees
[livo8's solution](#)

275.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[livo8's solution](#)

276.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
[livo8's solution](#)

277.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dsu, implementation
[livo8's solution](#)

278.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math
[livo8's solution](#)

279.

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[livo8's solution](#)

280.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees
[livo8's solution](#)

281.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive
[livo8's solution](#)

282.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 1400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory
[livo8's solution](#)

283.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings
[livo8's solution](#)

284.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[livo8's solution](#)

285.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation,

math

[livo8's solution](#)

286.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[livo8's solution](#)

287.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[livo8's solution](#)

288.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[livo8's solution](#)

289.

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[livo8's solution](#)

290.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[livo8's solution](#)

291.

1888D1

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

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

[livo8's solution](#)

292.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[livo8's solution](#)

293.

1825C

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

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

[livo8's solution](#)

294.

1831C

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

Rating: 1400 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[livo8's solution](#)

295.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[livo8's solution](#)

296.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy
[livo8's solution](#)

297.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, math, strings
[livo8's solution](#)

298.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings
[livo8's solution](#)

299.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, math
[livo8's solution](#)

300.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[livo8's solution](#)

301.

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[livo8's solution](#)

302.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings
[livo8's solution](#)

303.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[livo8's solution](#)

304.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[livo8's solution](#)

305.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · last AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[livo8's solution](#)

306.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[livo8's solution](#)

307.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[livo8's solution](#)

308.

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[livo8's solution](#)

309.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[livo8's solution](#)

310.

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[livo8's solution](#)

311.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[livo8's solution](#)

312.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[livo8's solution](#)

313.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,441 global accepts · Rating: 1500 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, strings, two pointers

[livo8's solution](#)

314.

1418C

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

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[livo8's solution](#)

315.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math, number theory

[livo8's solution](#)

316.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[livo8's solution](#)

317.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[livo8's solution](#)

318.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[livo8's solution](#)

319.

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[livo8's solution](#)

320.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[livo8's solution](#)

321.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy

[livo8's solution](#)

322.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[livo8's solution](#)

323.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, two pointers

[livo8's solution](#)

324.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[livo8's solution](#)

325.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, hashing, number theory

[livo8's solution](#)

326.

276C

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

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[livo8's solution](#)

327.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation

[livo8's solution](#)

328.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,932 global accepts · Rating: 1500 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[livo8's solution](#)

329.

550C

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

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[livo8's solution](#)

330.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[livo8's solution](#)

331.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,487 global accepts · Rating: 1500 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[livo8's solution](#)

332.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[livo8's solution](#)

333.

791B

[Bear and Friendship Condition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[livo8's solution](#)

334.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[livo8's solution](#)

335.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,633 global accepts · Rating: 1500 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math

[livo8's solution](#)

336.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory
[livo8's solution](#)

337.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp
[livo8's solution](#)

338.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[livo8's solution](#)

339.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings
[livo8's solution](#)

340.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
[livo8's solution](#)

341.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings
[livo8's solution](#)

342.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,738 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[livo8's solution](#)

343.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dp
[livo8's solution](#)

344.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings
[livo8's solution](#)

345.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[livo8's solution](#)

346.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics,

dp, greedy, math

[livo8's solution](#)

347.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[livo8's solution](#)

348.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[livo8's solution](#)

349.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-21 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[livo8's solution](#)

350.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[livo8's solution](#)

351.

1526C2

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

Quality: 29,756 global accepts · Rating: 1600 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[livo8's solution](#)

352.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[livo8's solution](#)

353.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[livo8's solution](#)

354.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[livo8's solution](#)

355.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force

[livo8's solution](#)

356.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,061 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[livo8's solution](#)

357.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math
[livo8's solution](#)

358.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, trees
[livo8's solution](#)

359.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[livo8's solution](#)

360.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math
[livo8's solution](#)

361.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[livo8's solution](#)

362.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2023-11-20 · PyPy 3-64 (first AC) · Tags: implementation, strings
[livo8's solution](#)

363.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[livo8's solution](#)

364.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, implementation
[livo8's solution](#)

365.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[livo8's solution](#)

366.

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp
[livo8's solution](#)

367.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math
[livo8's solution](#)

368.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings
[livo8's solution](#)

369.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[livo8's solution](#)

370.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[livo8's solution](#)

371.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings
[livo8's solution](#)

372.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu
[livo8's solution](#)

373.

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers
[livo8's solution](#)

374.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
[livo8's solution](#)

375.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers
[livo8's solution](#)

376.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
[livo8's solution](#)

377.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees
[livo8's solution](#)

378.

2007D

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

Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[livo8's solution](#)

379.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[livo8's solution](#)

380.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[livo8's solution](#)

381.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[livo8's solution](#)

382.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[livo8's solution](#)

383.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[livo8's solution](#)

384.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[livo8's solution](#)

385.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[livo8's solution](#)

386.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[livo8's solution](#)

387.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[livo8's solution](#)

388.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[livo8's solution](#)

389.

102D

[Buses](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[livo8's solution](#)

390.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[livo8's solution](#)

391.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[livo8's solution](#)

392.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[livo8's solution](#)

393.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[livo8's solution](#)

394.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[livo8's solution](#)

395.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[livo8's solution](#)

396.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,206 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math

[livo8's solution](#)

397.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu

[livo8's solution](#)

398.

1731D

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

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[livo8's solution](#)

399.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[livo8's solution](#)

400.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[livo8's solution](#)

401.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[livo8's solution](#)

402.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[livo8's solution](#)

403.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[livo8's solution](#)

404.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[livo8's solution](#)

405.

1221D

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

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[livo8's solution](#)

406.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[livo8's solution](#)

407.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[livo8's solution](#)

408.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[livo8's solution](#)

409.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[livo8's solution](#)

410.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[livo8's solution](#)

411.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[livo8's solution](#)

412.

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[livo8's solution](#)

413.

478C

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

Quality: 20,596 global accepts · Rating: 1800 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[livo8's solution](#)

414.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[livo8's solution](#)

415.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[livo8's solution](#)

416.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[livo8's solution](#)

417.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[livo8's solution](#)

418.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings
[livo8's solution](#)

419.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1800 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[livo8's solution](#)

420.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, two pointers
[livo8's solution](#)

421.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees
[livo8's solution](#)

422.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[livo8's solution](#)

423.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers
[livo8's solution](#)

424.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[livo8's solution](#)

425.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
[livo8's solution](#)

426.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[livo8's solution](#)

427.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[livo8's solution](#)

428.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[livo8's solution](#)

429.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[livo8's solution](#)

430.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[livo8's solution](#)

431.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[livo8's solution](#)

432.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,905 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[livo8's solution](#)

433.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,107 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[livo8's solution](#)

434.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[livo8's solution](#)

435.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,176 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[livo8's solution](#)

436.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[livo8's solution](#)

437.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu

[livo8's solution](#)

438.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2023-11-03 · last AC: 2024-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[livo8's solution](#)

439.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[livo8's solution](#)

440.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[livo8's solution](#)

441.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[livo8's solution](#)

442.

1878F

[Vasillije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[livo8's solution](#)

443.

192E

[Fools and Roads](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[livo8's solution](#)

444.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[livo8's solution](#)

445.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[livo8's solution](#)

446.

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[livo8's solution](#)

447.

1890E1

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

Rating: 2000 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[livo8's solution](#)

448.

1867E1

[Salyg1n and Array \(simple version\) · Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[livo8's solution](#)

449.

1872G

[Replace With Product · Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[livo8's solution](#)

450.

1857G

[Counting Graphs · Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[livo8's solution](#)

451.

474E

[Pillars · Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[livo8's solution](#)

452.

629D

[Babaei and Birthday Cake · Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[livo8's solution](#)

453.

1198C

[Matching vs Independent Set · Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[livo8's solution](#)

454.

1624E

[Masha-forgetful · Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[livo8's solution](#)

455.

600D

[Area of Two Circles' Intersection · Tutorial](#)

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[livo8's solution](#)

456.

2145E

[Predicting Popularity · Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[livo8's solution](#)

457.

2136F1

[From the Unknown \(Easy Version\) · Tutorial](#)

Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[livo8's solution](#)

458.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[livo8's solution](#)

459.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[livo8's solution](#)

460.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[livo8's solution](#)

461.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[livo8's solution](#)

462.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[livo8's solution](#)

463.

319C

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

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[livo8's solution](#)

464.

499E

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

Rating: 2100 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[livo8's solution](#)

465.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[livo8's solution](#)

466.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[livo8's solution](#)

467.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[livo8's solution](#)

468.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[livo8's solution](#)

469.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[livo8's solution](#)

470.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[livo8's solution](#)

471.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[livo8's solution](#)

472.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[livo8's solution](#)

473.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[livo8's solution](#)

474.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[livo8's solution](#)

475.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[livo8's solution](#)

476.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[livo8's solution](#)

477.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[livo8's solution](#)

478.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[livo8's solution](#)

479.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[livo8's solution](#)

480.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[livo8's solution](#)

481.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[livo8's solution](#)

482.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[livo8's solution](#)

483.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[livo8's solution](#)

484.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[livo8's solution](#)

485.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[livo8's solution](#)

486.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[livo8's solution](#)

487.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[livo8's solution](#)

488.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2023-09-20 · last AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, sortings

[livo8's solution](#)

489.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[livo8's solution](#)

490.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[livo8's solution](#)

491.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[livo8's solution](#)

492.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[livo8's solution](#)

493.

1937E

[Pokémon Arena](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, sortings

[livo8's solution](#)

494.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[livo8's solution](#)

495.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[livo8's solution](#)

496.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[livo8's solution](#)

497.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[livo8's solution](#)

498.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[livo8's solution](#)

499.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[livo8's solution](#)

500.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[livo8's solution](#)

501.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[livo8's solution](#)

502.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[livo8's solution](#)

503.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[livo8's solution](#)

504.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[livo8's solution](#)

505.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[livo8's solution](#)

506.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[livo8's solution](#)

507.

104962C

[A 8D\\$>C\\$0Dò ACä@D\\$8D >C\\$:C](#)

Rating: — · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

508.

106347C

[Aä7CT@ C FC,,8 D GC,,AC'>CÀ](#)

Rating: — · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[livo8's solution](#)

509.

106347B

[Bd2CTBcäGCÔKC' <C 3C 7C,,=](#)

Rating: — · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[livo8's solution](#)

510.

106347A

[B 50Ä»CÔB C»;C 4Cä2C»8](#)

Rating: — · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[livo8's solution](#)

511.

104244B

[A»C»Cö:C ?Cä4C @C»>C](#)

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[livo8's solution](#)

512.

104964C

[B 70T4D BC\\$8CR 2CT;C€](#)

Rating: — · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[livo8's solution](#)

513.

104964D

[ASKOr»D ?Cä;CäAD°](#)

Rating: — · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[livo8's solution](#)

514.

104964B

[A»T»Ä»D4=C,,;C FC,,O CÔO C\\$KD >C»>CÀ CD >C\\$=CP](#)

Rating: — · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[livo8's solution](#)

515.

104964A

[3 B\\$»D»C€](#)

Rating: — · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[livo8's solution](#)

516.

106180C

[A,,20»i»C, 4Cä<C](#)

Rating: — · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[livo8's solution](#)

517.

106180B

[Flappy Bird · Tutorial](#)

Rating: — · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[livo8's solution](#)

518.

2168B

[Locate · Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
[livo8's solution](#)

519.

105905F

[B\\$CCÒ BD4= D\\$CCÒ BD4= B 0DTCD](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

520.

105674D

[Aö>QjACç ACä:D >C\\$8D•](#)

Rating: — · first AC: 2025-01-27 · last AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

521.

100633D

[LWDB · Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

522.

100850K

[B\\$C\\$D](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[livo8's solution](#)

523.

100850I

[Aä1CÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

524.

100850F

[B 10Cç>Cò>Cd0D\\$8Dö](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

525.

100850A

[A 3D>CÔ>CÄÔ;Dä1C,,BCT;DÀ](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

526.

101187D

[IQ D\\$5DçCD;Dò @ Cä1CäBCä2](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

527.

101187F

[AççCç>C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

528.

101187I

[Aä1DçCÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[livo8's solution](#)

529.

101187B

[A 2D\\$çC CD](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

530.

101187A

[Açık Döviz Kuru Hesaplama](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

531.

101187K

[Açık Döviz Kuru Hesaplama](#)

Rating: — · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[livo8's solution](#)

532.

1024806

[Açık Döviz Kuru Hesaplama](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

533.

100513E

[Election of a Mayor](#) · Tutorial

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

534.

100513M

[Variable Shadowing](#) · Tutorial

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

535.

100513G

[FacePalm Accounting](#) · Tutorial

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

536.

100513D

[Data Center](#) · Tutorial

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

537.

100513F

[Ilya Muromets](#) · Tutorial

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

538.

100513I

[Sale in GameStore](#) · Tutorial

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

539.

1035337

[Açık Döviz Kuru Hesaplama](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[livo8's solution](#)

540.

1035336

[Açık Döviz Kuru Hesaplama](#)

Rating: — · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[livo8's solution](#)

541.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

542.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

543.

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

544.

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

545.

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

546.

103993F

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

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

547.

103993G

[Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

548.

103993E

[d-Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

549.

101609F

[B8D&C\\$0CÔ8CP](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

550.

101609E

[B Uct#D'5 Dd8DD@D°](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

551.

101609D

[A6500ADt5D\\$K C" AD\\$@Cân](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

552.

101609G

[AöDCT4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

553.

101609K

[AD@Cä1C'5CÔ8CP](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

554.

101609A

[A@CcaCÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

555.

101967I

[AöCD\\$5D,,5D BC\\$8CR ?Cä BCä@D0](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

556.

101967C

[A@CcaD >C,,3D 0D\\$L Cca>CÔBCTAD](#)

Rating: — · first AC: 2024-09-19 · last AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

557.

101967H

[B 5Cca@CTBCÔKC' HC,,DD](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

558.

101967D

[Ad5C'50t=D'5 CD>D >C48 A 5D ;Dô=CD8C€](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

559.

101967G

[A4BC@,,5 CäBD 5Ct:C€](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

560.

1049507

[Split into Triplets · Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

561.

1024793

[A->D@G@D @D4BC,,=Cä9](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

562.

105206C

[A 5CÔH](#)

Rating: — · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

563.

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

564.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[livo8's solution](#)

565.

1005863

[B5C#0!](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

566.

1041567

[A00A+CE](#)

Rating: — · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[livo8's solution](#)

567.

1041552

[A@C#8Ct2CT4CT=C,,5 BD8C >CÔ0DtGC€](#)

Rating: — · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[livo8's solution](#)

568.

1041553

[B>C#D"Ô?D';CTACäA](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

569.

101136A

[A->D|d|,>C' :D CC4;D'9 D BCä;](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

570.

101136D

[BôA@0C`0D\\$>D](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

571.

101136K

[B\\$OCÔ0,CÄODt8 C, '8D :C`NDt0DäiCT5 C,,;C`°](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

572.

101136J

[B\\$@0A#CÔ>D BC, ?CT@CT?C,,AC#8](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

573.

101136H

[«A#BCäE0äGCTB D BC BDÂ <C,,;C`8Cä=CT@Cä<?»](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

574.

102203F

[A B C D E , > D \\$ 5 C = 0](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

575.

1035335

[New Year in Kindergarten](#) · Tutorial

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

576.

102330B

[A 6 5 0 7 7 C D : C = C > C ' 8 C Ä ? C , , 0 C D C](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

577.

102330A

[A D > C = B C ä @ A 9 C > C ' 8 D](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

578.

102739F

[B 0 D , 1 0 0 ä ? D 6 B D Ä 4 C T ; C 5 D " 7 C 4 C G D 2 ? D > C ö @ C ä A D \\$ K C R G C , , A C ' 0](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

579.

102739D

[A , 3 D 0 ä " 3 C ä @ C ä 4 C](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

580.

102739E

[B 0 D , 0 ä , 7 C G E B](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

581.

102739C

[A 5 C B 4 C ä 6 C D Q C Ä](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

582.

102739B

[A 0 0 0 ä C D \\$ >](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

583.

102739A

[A \\$ K D r B C 2 C = 0 C , , < C ö @ C T A D 8 C ä = C , , A D \\$ > C](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

584.

103325C

[A 1 0 0 ä C , 4 D C C d 1 D °](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

585.

103325A

[A\\$TÄ\(Ab 4C`O Dä=C,,>D >C](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

586.

103325H

[ÄÄCÖt5C' 8C4@Cä2D`E C 2D\\$>CÄ0D\\$>C](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

587.

103325F

[B\\$5JÖÖtC4> CÖ5C`LCtÖ CÖ0CtKC\\$0D\\$L](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

588.

103325E

[AD5ÖÖL D >Cd4CT=C,,O](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

589.

103325D

[Aa>ÖtCÖ8Ct0D\\$>D K - 2](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

590.

103325B

[AÖÖCDe`D`9 Dt5D 2DöGCä:](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

591.

1029353

[A,,7CÄ5CÖQCÖ=C O AD A](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[livo8's solution](#)

592.

102906D

[AöDÖKÖD 2Cä1Cä4CÖKCR >D" :C\\$0CD@C BCä2](#)

Rating: — · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[livo8's solution](#)

593.

102906B

[A:5DÖBÖ8Dd0 C,,7 Dt8D 5C°](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[livo8's solution](#)

594.

102906A

[ÄtÖCÄD](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[livo8's solution](#)