

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — lunchbox

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

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

Filters: none

Count: 2,060

1.

2193B

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

Quality: 30,120 global accepts · Rating: 800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[lunchbox's solution](#)

2.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,657 global accepts · Rating: 800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[lunchbox's solution](#)

3.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,671 global accepts · Rating: 800 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
[lunchbox's solution](#)

4.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,495 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings  
[lunchbox's solution](#)

5.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,248 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[lunchbox's solution](#)

6.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings  
[lunchbox's solution](#)

7.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,828 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings  
[lunchbox's solution](#)

8.

2137A

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

Quality: 35,312 global accepts · Rating: 800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[lunchbox's solution](#)

9.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[lunchbox's solution](#)

**10.**

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,431 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[lunchbox's solution](#)

**11.**

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,271 global accepts · Rating: 800 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[lunchbox's solution](#)

**12.**

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,977 global accepts · Rating: 800 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[lunchbox's solution](#)

**13.**

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,215 global accepts · Rating: 800 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[lunchbox's solution](#)

**14.**

1985B

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

Quality: 56,770 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[lunchbox's solution](#)

**15.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,373 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[lunchbox's solution](#)

**16.**

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,192 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math  
[lunchbox's solution](#)

**17.**

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,708 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[lunchbox's solution](#)

**18.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[lunchbox's solution](#)

**19.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[lunchbox's solution](#)

**20.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**21.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[lunchbox's solution](#)

**22.**

1385A

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

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-18 · last AC: 2024-05-24 · GNU C++11 (first AC) · Tags: math

[lunchbox's solution](#)

**23.**

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[lunchbox's solution](#)

**24.**

1974B

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

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[lunchbox's solution](#)

**25.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,920 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**26.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,730 global accepts · Rating: 800 · first AC: 2024-04-10 · Java 21 (first AC) · Tags: math

[lunchbox's solution](#)

**27.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-04-08 · Java 21 (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**28.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,904 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[lunchbox's solution](#)

**29.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,216 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[lunchbox's solution](#)

**30.**

1950A

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

Quality: 69,451 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[lunchbox's solution](#)

**31.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[lunchbox's solution](#)

**32.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[lunchbox's solution](#)

**33.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[lunchbox's solution](#)

**34.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[lunchbox's solution](#)

**35.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[lunchbox's solution](#)

**36.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[lunchbox's solution](#)

**37.**

1782A

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

Rating: 800 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[lunchbox's solution](#)

**38.**

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[lunchbox's solution](#)

**39.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,312 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**40.**

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[lunchbox's solution](#)

**41.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[lunchbox's solution](#)

**42.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[lunchbox's solution](#)

**43.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[lunchbox's solution](#)

**44.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,395 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[lunchbox's solution](#)

**45.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,694 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[lunchbox's solution](#)

**46.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,997 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[lunchbox's solution](#)

**47.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers

[lunchbox's solution](#)

**48.**

1867A

[green gold dog array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[lunchbox's solution](#)

**49.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[lunchbox's solution](#)

**50.**

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lunchbox's solution](#)

**51.**

1445A

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

Quality: 20,362 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lunchbox's solution](#)

**52.**

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[lunchbox's solution](#)

**53.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[lunchbox's solution](#)

**54.**

110A

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

Quality: 199,502 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**55.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[lunchbox's solution](#)

**56.**

1311A

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

Quality: 46,271 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[lunchbox's solution](#)

**57.**

1774A

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

Quality: 23,531 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[lunchbox's solution](#)

**58.**

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, number theory  
[lunchbox's solution](#)

**59.**

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,027 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[lunchbox's solution](#)

**60.**

1030A

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

Quality: 171,457 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**61.**

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[lunchbox's solution](#)

**62.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[lunchbox's solution](#)

**63.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**64.**

1805B

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

Quality: 19,974 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[lunchbox's solution](#)

**65.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,347 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math  
[lunchbox's solution](#)

**66.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**67.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,114 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[lunchbox's solution](#)

**68.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games  
[lunchbox's solution](#)

**69.**

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[lunchbox's solution](#)

**70.**

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings  
[lunchbox's solution](#)

**71.**

1846A

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

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[lunchbox's solution](#)

**72.**

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[lunchbox's solution](#)

**73.**

1845A

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

Quality: 47,349 global accepts · Rating: 800 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[lunchbox's solution](#)

**74.**

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings, two pointers  
[lunchbox's solution](#)

**75.**

1789A

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

Quality: 32,972 global accepts · Rating: 800 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory  
[lunchbox's solution](#)

**76.**

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: games, math  
[lunchbox's solution](#)

**77.**

1837A

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

Quality: 54,840 global accepts · Rating: 800 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[lunchbox's solution](#)

**78.**

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation  
[lunchbox's solution](#)

**79.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,034 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**80.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,696 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[lunchbox's solution](#)

**81.**

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**82.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings  
[lunchbox's solution](#)

**83.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,351 global accepts · Rating: 800 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[lunchbox's solution](#)

**84.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,719 global accepts · Rating: 800 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**85.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[lunchbox's solution](#)

**86.**

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: strings

[lunchbox's solution](#)

**87.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,102 global accepts · Rating: 800 · first AC: 2023-01-19 · Kotlin 1.7 (first AC) · Tags: greedy, implementation, sortings

[lunchbox's solution](#)

**88.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,306 global accepts · Rating: 800 · first AC: 2023-01-19 · Kotlin 1.7 (first AC) · Tags: implementation

[lunchbox's solution](#)

**89.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[lunchbox's solution](#)

**90.**

1783A

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

Quality: 48,721 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[lunchbox's solution](#)

**91.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[lunchbox's solution](#)

**92.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[lunchbox's solution](#)

**93.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**94.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[lunchbox's solution](#)

**95.**

1758A

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

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

[lunchbox's solution](#)

**96.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,822 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[lunchbox's solution](#)

**97.**

1760B

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

Quality: 53,341 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings  
[lunchbox's solution](#)

**98.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,939 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings  
[lunchbox's solution](#)

**99.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,608 global accepts · Rating: 800 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms  
[lunchbox's solution](#)

**100.**

1748A

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

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: math  
[lunchbox's solution](#)

**101.**

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[lunchbox's solution](#)

**102.**

1750A

[Indirect Sort](#) · [Tutorial](#)

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

**103.**

1746B

[Rebellion](#) · [Tutorial](#)

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

**104.**

1746A

[Maxmina](#) · [Tutorial](#)

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

**105.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[lunchbox's solution](#)

**106.**

1730A

[Planets](#) · [Tutorial](#)

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

**107.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[lunchbox's solution](#)

**108.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · last AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[lunchbox's solution](#)

**109.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · last AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**110.**

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lunchbox's solution](#)

**111.**

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lunchbox's solution](#)

**112.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,778 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[lunchbox's solution](#)

**113.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,840 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[lunchbox's solution](#)

**114.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,174 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[lunchbox's solution](#)

**115.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,242 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[lunchbox's solution](#)

**116.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[lunchbox's solution](#)

**117.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[lunchbox's solution](#)

**118.**

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games

[lunchbox's solution](#)

**119.**

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,343 global accepts · Rating: 800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lunchbox's solution](#)

**120.**

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lunchbox's solution](#)

**121.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lunchbox's solution](#)

**122.**

1672A

[Log Chopping](#) · [Tutorial](#)

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

[lunchbox's solution](#)

**123.**

1671A

[String Building](#) · [Tutorial](#)

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

[lunchbox's solution](#)

**124.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,425 global accepts · Rating: 800 · first AC: 2022-04-03 · last AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[lunchbox's solution](#)

**125.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lunchbox's solution](#)

**126.**

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[lunchbox's solution](#)

**127.**

1649A

[Game](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lunchbox's solution](#)

**128.**

1658B

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

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

[lunchbox's solution](#)

**129.**

1658A

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

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

[lunchbox's solution](#)

**130.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[lunchbox's solution](#)

**131.**

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lunchbox's solution](#)

**132.**

1644B

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

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

[lunchbox's solution](#)

**133.**

1644A

[Doors and Keys](#) · [Tutorial](#)

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

[lunchbox's solution](#)

**134.**

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lunchbox's solution](#)

**135.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[lunchbox's solution](#)

**136.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[lunchbox's solution](#)

**137.**

1579A

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

Quality: 41,995 global accepts · Rating: 800 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[lunchbox's solution](#)

**138.**

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[lunchbox's solution](#)

**139.**

1618A

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

Quality: 34,381 global accepts · Rating: 800 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[lunchbox's solution](#)

**140.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,401 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[lunchbox's solution](#)

**141.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,021 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[lunchbox's solution](#)

**142.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lunchbox's solution](#)

**143.**

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**144.**

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[lunchbox's solution](#)

**145.**

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[lunchbox's solution](#)

**146.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[lunchbox's solution](#)

**147.**

1626A

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

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

[lunchbox's solution](#)

**148.**

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lunchbox's solution](#)

**149.**

1625A

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

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

[lunchbox's solution](#)

**150.**

1624A

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

Quality: 60,273 global accepts · Rating: 800 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[lunchbox's solution](#)

**151.**

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[lunchbox's solution](#)

**152.**

1623A

[Robot Cleaner](#) · [Tutorial](#)

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

[lunchbox's solution](#)

**153.**

1622A

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

Quality: 32,035 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[lunchbox's solution](#)

**154.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**155.**

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[lunchbox's solution](#)

**156.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,499 global accepts · Rating: 800 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[lunchbox's solution](#)

**157.**

1619B

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

Quality: 32,947 global accepts · Rating: 800 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[lunchbox's solution](#)

**158.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,823 global accepts · Rating: 800 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[lunchbox's solution](#)

**159.**

1620A

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

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, implementation

[lunchbox's solution](#)

**160.**

1617A

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

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

[lunchbox's solution](#)

**161.**

1608A

[Find Array](#) · [Tutorial](#)

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

**162.**

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[lunchbox's solution](#)

**163.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,724 global accepts · Rating: 800 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[lunchbox's solution](#)

**164.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,095 global accepts · Rating: 800 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[lunchbox's solution](#)

**165.**

1612A

[Distance](#) · [Tutorial](#)

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

**166.**

1589A

[Mathematical Addition](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: math  
[lunchbox's solution](#)

**167.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[lunchbox's solution](#)

**168.**

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**169.**

977A

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

Quality: 217,496 global accepts · Rating: 800 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**170.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[lunchbox's solution](#)

**171.**

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[lunchbox's solution](#)

**172.**

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[lunchbox's solution](#)

**173.**

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**174.**

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math  
[lunchbox's solution](#)

**175.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[lunchbox's solution](#)

**176.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,544 global accepts · Rating: 800 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: math  
[lunchbox's solution](#)

**177.**

1598A

[Computer Game](#) · [Tutorial](#)

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

**178.**

1594A

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

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math  
[lunchbox's solution](#)

**179.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

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

**180.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[lunchbox's solution](#)

**181.**

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[lunchbox's solution](#)

**182.**

1566A

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

Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[lunchbox's solution](#)

**183.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[lunchbox's solution](#)

**184.**

1567A

[Domino Disaster](#) · [Tutorial](#)

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

[lunchbox's solution](#)

**185.**

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**186.**

1556A

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

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

[lunchbox's solution](#)

**187.**

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,996 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[lunchbox's solution](#)

**188.**

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[lunchbox's solution](#)

**189.**

1560A

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

Quality: 73,513 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[lunchbox's solution](#)

**190.**

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[lunchbox's solution](#)

**191.**

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[lunchbox's solution](#)

**192.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 800 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[lunchbox's solution](#)

**193.**

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,827 global accepts · Rating: 800 · first AC: 2021-08-01 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[lunchbox's solution](#)

**194.**

1549A

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

Quality: 35,564 global accepts · Rating: 800 · first AC: 2021-08-01 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[lunchbox's solution](#)

**195.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[lunchbox's solution](#)

**196.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[lunchbox's solution](#)

**197.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[lunchbox's solution](#)

**198.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,434 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[lunchbox's solution](#)

**199.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,189 global accepts · Rating: 800 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**200.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[lunchbox's solution](#)

**201.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lunchbox's solution](#)

**202.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**203.**

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[lunchbox's solution](#)

**204.**

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[lunchbox's solution](#)

**205.**

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings  
[lunchbox's solution](#)

**206.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[lunchbox's solution](#)

**207.**

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[lunchbox's solution](#)

**208.**

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[lunchbox's solution](#)

**209.**

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[lunchbox's solution](#)

**210.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy  
[lunchbox's solution](#)

**211.**

1186A

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

Quality: 42,457 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**212.**

1411A

[In-game Chat](#) · [Tutorial](#)

Quality: 21,749 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**213.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,156 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[lunchbox's solution](#)

**214.**

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms  
[lunchbox's solution](#)

**215.**

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**216.**

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[lunchbox's solution](#)

**217.**

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[lunchbox's solution](#)

**218.**

1296A

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

Quality: 48,344 global accepts · Rating: 800 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math  
[lunchbox's solution](#)

**219.**

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[lunchbox's solution](#)

**220.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,208 global accepts · Rating: 800 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[lunchbox's solution](#)

**221.**

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[lunchbox's solution](#)

**222.**

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**223.**

1454A

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

Quality: 44,060 global accepts · Rating: 800 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities  
[lunchbox's solution](#)

**224.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,632 global accepts · Rating: 800 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[lunchbox's solution](#)

**225.**

1520A

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

Quality: 58,459 global accepts · Rating: 800 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[lunchbox's solution](#)

**226.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,125 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[lunchbox's solution](#)

**227.**

1519B

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

Quality: 33,398 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[lunchbox's solution](#)

**228.**

1519A

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

Quality: 30,560 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[lunchbox's solution](#)

**229.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[lunchbox's solution](#)

**230.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[lunchbox's solution](#)

**231.**

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[lunchbox's solution](#)

**232.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[lunchbox's solution](#)

**233.**

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[lunchbox's solution](#)

**234.**

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**235.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,100 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[lunchbox's solution](#)

**236.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[lunchbox's solution](#)

**237.**

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[lunchbox's solution](#)

**238.**

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[lunchbox's solution](#)

**239.**

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,712 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[lunchbox's solution](#)

**240.**

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms  
[lunchbox's solution](#)

**241.**

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math  
[lunchbox's solution](#)

**242.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,091 global accepts · Rating: 800 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings  
[lunchbox's solution](#)

**243.**

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[lunchbox's solution](#)

**244.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[lunchbox's solution](#)

**245.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation  
[lunchbox's solution](#)

**246.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,878 global accepts · Rating: 800 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: brute force, math  
[lunchbox's solution](#)

**247.**

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: dp, greedy  
[lunchbox's solution](#)

**248.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: brute force, geometry, math  
[lunchbox's solution](#)

**249.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: greedy, math  
[lunchbox's solution](#)

**250.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,845 global accepts · Rating: 800 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dp, greedy, math  
[lunchbox's solution](#)

**251.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: implementation, sortings  
[lunchbox's solution](#)

**252.**

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: dp, implementation, strings  
[lunchbox's solution](#)

**253.**

1462A

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

Quality: 48,965 global accepts · Rating: 800 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: implementation, two pointers  
[lunchbox's solution](#)

**254.**

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: games, greedy, strings  
[lunchbox's solution](#)

**255.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-07 · last AC: 2021-01-31 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[lunchbox's solution](#)

**256.**

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: greedy, math  
[lunchbox's solution](#)

**257.**

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,013 global accepts · Rating: 800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, greedy  
[lunchbox's solution](#)

**258.**

1473A

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

Quality: 37,430 global accepts · Rating: 800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings  
[lunchbox's solution](#)

**259.**

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: greedy  
[lunchbox's solution](#)

**260.**

1374A

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

Quality: 64,184 global accepts · Rating: 800 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math  
[lunchbox's solution](#)

**261.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: geometry, math  
[lunchbox's solution](#)

**262.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,474 global accepts · Rating: 800 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory  
[lunchbox's solution](#)

**263.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math  
[lunchbox's solution](#)

**264.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,943 global accepts · Rating: 800 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: greedy, math  
[lunchbox's solution](#)

**265.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,706 global accepts · Rating: 800 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: implementation, strings  
[lunchbox's solution](#)

**266.**

1353B

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

Quality: 58,125 global accepts · Rating: 800 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: greedy, sortings  
[lunchbox's solution](#)

**267.**

1353A

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

Quality: 44,587 global accepts · Rating: 800 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[lunchbox's solution](#)

**268.**

1352A

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

Quality: 104,121 global accepts · Rating: 800 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation, math  
[lunchbox's solution](#)

**269.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: math  
[lunchbox's solution](#)

**270.**

1348A

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

Quality: 42,850 global accepts · Rating: 800 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: greedy, math  
[lunchbox's solution](#)

**271.**

1337A

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

Quality: 42,911 global accepts · Rating: 800 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[lunchbox's solution](#)

**272.**

1335A

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

Quality: 104,802 global accepts · Rating: 800 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: math  
[lunchbox's solution](#)

**273.**

1328A

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

Quality: 131,911 global accepts · Rating: 800 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: math  
[lunchbox's solution](#)

**274.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,881 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[lunchbox's solution](#)

**275.**

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,100 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[lunchbox's solution](#)

**276.**

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,472 global accepts · Rating: 900 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory  
[lunchbox's solution](#)

**277.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,408 global accepts · Rating: 900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[lunchbox's solution](#)

**278.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: games  
[lunchbox's solution](#)

**279.**

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-17 · Java 21 (first AC) · Tags: constructive algorithms, greedy, math  
[lunchbox's solution](#)

**280.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-04-08 · Java 21 (first AC) · Tags: math, number theory  
[lunchbox's solution](#)

**281.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[lunchbox's solution](#)

**282.**

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[lunchbox's solution](#)

**283.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 900 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings  
[lunchbox's solution](#)

**284.**

1872B

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

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[lunchbox's solution](#)

**285.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[lunchbox's solution](#)

**286.**

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: games, math  
[lunchbox's solution](#)

**287.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math  
[lunchbox's solution](#)

**288.**

1837B

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

Quality: 50,101 global accepts · Rating: 900 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[lunchbox's solution](#)

**289.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,762 global accepts · Rating: 900 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation  
[lunchbox's solution](#)

**290.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,873 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[lunchbox's solution](#)

**291.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,085 global accepts · Rating: 900 · first AC: 2023-01-19 · Kotlin 1.7 (first AC) · Tags: implementation  
[lunchbox's solution](#)

**292.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[lunchbox's solution](#)

**293.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[lunchbox's solution](#)

**294.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[lunchbox's solution](#)

**295.**

1771A

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

Quality: 25,302 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings  
[lunchbox's solution](#)

**296.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[lunchbox's solution](#)

**297.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,892 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[lunchbox's solution](#)

**298.**

1735B

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

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

**299.**

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,897 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[lunchbox's solution](#)

**300.**

1696B

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

Quality: 36,326 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[lunchbox's solution](#)

**301.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[lunchbox's solution](#)

**302.**

1665B

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

Quality: 32,900 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[lunchbox's solution](#)

**303.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**304.**

616A

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

Quality: 10,830 global accepts · Rating: 900 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[lunchbox's solution](#)

**305.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,218 global accepts · Rating: 900 · first AC: 2022-04-01 · last AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: math  
[lunchbox's solution](#)

**306.**

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[lunchbox's solution](#)

**307.**

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,290 global accepts · Rating: 900 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory  
[lunchbox's solution](#)

**308.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,943 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[lunchbox's solution](#)

**309.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[lunchbox's solution](#)

**310.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,832 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[lunchbox's solution](#)

**311.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,628 global accepts · Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[lunchbox's solution](#)

**312.**

1609A

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

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

**313.**

1610A

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

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

[lunchbox's solution](#)

**314.**

1612B

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

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

[lunchbox's solution](#)

**315.**

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[lunchbox's solution](#)

**316.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,782 global accepts · Rating: 900 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[lunchbox's solution](#)

**317.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,330 global accepts · Rating: 900 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**318.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,451 global accepts · Rating: 900 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[lunchbox's solution](#)

**319.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,484 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings

[lunchbox's solution](#)

**320.**

1582B

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

Quality: 33,365 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[lunchbox's solution](#)

**321.**

1559B

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

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

[lunchbox's solution](#)

**322.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,588 global accepts · Rating: 900 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[lunchbox's solution](#)

**323.**

1555A

[PizzaForces](#) · [Tutorial](#)

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

[lunchbox's solution](#)

**324.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[lunchbox's solution](#)

**325.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[lunchbox's solution](#)

**326.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lunchbox's solution](#)

**327.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,244 global accepts · Rating: 900 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[lunchbox's solution](#)

**328.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,952 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[lunchbox's solution](#)

**329.**

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[lunchbox's solution](#)

**330.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,309 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lunchbox's solution](#)

**331.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,766 global accepts · Rating: 900 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lunchbox's solution](#)

**332.**

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,203 global accepts · Rating: 900 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[lunchbox's solution](#)

**333.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[lunchbox's solution](#)

**334.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 900 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[lunchbox's solution](#)

**335.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[lunchbox's solution](#)

**336.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,812 global accepts · Rating: 900 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation  
[lunchbox's solution](#)

**337.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, implementation  
[lunchbox's solution](#)

**338.**

1471A

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

Quality: 38,207 global accepts · Rating: 900 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: greedy, math, number theory  
[lunchbox's solution](#)

**339.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math  
[lunchbox's solution](#)

**340.**

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[lunchbox's solution](#)

**341.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[lunchbox's solution](#)

**342.**

1475B

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

Quality: 57,253 global accepts · Rating: 900 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: brute force, dp, math  
[lunchbox's solution](#)

**343.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,820 global accepts · Rating: 900 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: math, number theory  
[lunchbox's solution](#)

**344.**

1374B

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

Quality: 71,589 global accepts · Rating: 900 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math  
[lunchbox's solution](#)

**345.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,679 global accepts · Rating: 900 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: games  
[lunchbox's solution](#)

**346.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,430 global accepts · Rating: 900 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: math

[lunchbox's solution](#)

**347.**

1337B

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

Quality: 36,864 global accepts · Rating: 900 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[lunchbox's solution](#)

**348.**

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[lunchbox's solution](#)

**349.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math

[lunchbox's solution](#)

**350.**

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: implementation

[lunchbox's solution](#)

**351.**

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,717 global accepts · Rating: 1000 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[lunchbox's solution](#)

**352.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,254 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[lunchbox's solution](#)

**353.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,107 global accepts · Rating: 1000 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[lunchbox's solution](#)

**354.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[lunchbox's solution](#)

**355.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[lunchbox's solution](#)

**356.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,259 global accepts · Rating: 1000 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: strings

[lunchbox's solution](#)

**357.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[lunchbox's solution](#)

### 358.

1782B

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

Rating: 1000 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[lunchbox's solution](#)

### 359.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[lunchbox's solution](#)

### 360.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[lunchbox's solution](#)

### 361.

110C

[Lucky Sum of Digits](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[lunchbox's solution](#)

### 362.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[lunchbox's solution](#)

### 363.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,376 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[lunchbox's solution](#)

### 364.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[lunchbox's solution](#)

### 365.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, two pointers

[lunchbox's solution](#)

### 366.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · last AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[lunchbox's solution](#)

### 367.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[lunchbox's solution](#)

**368.**

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy  
[lunchbox's solution](#)

**369.**

1760D

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

Quality: 27,016 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers  
[lunchbox's solution](#)

**370.**

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[lunchbox's solution](#)

**371.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**372.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,920 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[lunchbox's solution](#)

**373.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy  
[lunchbox's solution](#)

**374.**

1671B

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

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

**375.**

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[lunchbox's solution](#)

**376.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[lunchbox's solution](#)

**377.**

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**378.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[lunchbox's solution](#)

**379.**

1632B

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

Quality: 31,538 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[lunchbox's solution](#)

**380.**

1622B

[Berland Music](#) · [Tutorial](#)

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

**381.**

1620B

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

Quality: 31,476 global accepts · Rating: 1000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math  
[lunchbox's solution](#)

**382.**

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**383.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1000 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings  
[lunchbox's solution](#)

**384.**

1614B

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

Quality: 29,031 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings  
[lunchbox's solution](#)

**385.**

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[lunchbox's solution](#)

**386.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[lunchbox's solution](#)

**387.**

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings  
[lunchbox's solution](#)

**388.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[lunchbox's solution](#)

**389.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[lunchbox's solution](#)

**390.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,940 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy  
[lunchbox's solution](#)

**391.**

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory  
[lunchbox's solution](#)

**392.**

1084A

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

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[lunchbox's solution](#)

**393.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[lunchbox's solution](#)

**394.**

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**395.**

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[lunchbox's solution](#)

**396.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,577 global accepts · Rating: 1000 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[lunchbox's solution](#)

**397.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math  
[lunchbox's solution](#)

**398.**

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,340 global accepts · Rating: 1000 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory  
[lunchbox's solution](#)

**399.**

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[lunchbox's solution](#)

**400.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,228 global accepts · Rating: 1000 · first AC: 2021-02-18 · last AC: 2021-05-18 · GNU C++11 (first AC) · Tags: math

[lunchbox's solution](#)

**401.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2021-05-14 · last AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lunchbox's solution](#)

**402.**

1155A

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

Quality: 25,971 global accepts · Rating: 1000 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[lunchbox's solution](#)

**403.**

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[lunchbox's solution](#)

**404.**

1520C

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

Quality: 34,541 global accepts · Rating: 1000 · first AC: 2021-05-08 · last AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lunchbox's solution](#)

**405.**

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lunchbox's solution](#)

**406.**

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[lunchbox's solution](#)

**407.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,145 global accepts · Rating: 1000 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[lunchbox's solution](#)

**408.**

1499B

[Binary Removals](#) · [Tutorial](#)

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

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**409.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[lunchbox's solution](#)

**410.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[lunchbox's solution](#)

**411.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[lunchbox's solution](#)

**412.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,039 global accepts · Rating: 1000 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy

[lunchbox's solution](#)

**413.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[lunchbox's solution](#)

**414.**

1474B

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

Quality: 40,333 global accepts · Rating: 1000 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[lunchbox's solution](#)

**415.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,933 global accepts · Rating: 1000 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: greedy, strings

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**416.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[lunchbox's solution](#)

**417.**

1362A

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

Quality: 34,082 global accepts · Rating: 1000 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: implementation

[lunchbox's solution](#)

**418.**

1359B

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

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

[lunchbox's solution](#)

**419.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[lunchbox's solution](#)

**420.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: math

[lunchbox's solution](#)

**421.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,417 global accepts · Rating: 1000 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**422.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[lunchbox's solution](#)

**423.**

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: math

[lunchbox's solution](#)

**424.**

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,576 global accepts · Rating: 1100 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[lunchbox's solution](#)

**425.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1100 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[lunchbox's solution](#)

**426.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[lunchbox's solution](#)

**427.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1100 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[lunchbox's solution](#)

**428.**

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[lunchbox's solution](#)

**429.**

1995B1

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

Quality: 20,986 global accepts · Rating: 1100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[lunchbox's solution](#)

**430.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[lunchbox's solution](#)

**431.**

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation,

number theory

[lunchbox's solution](#)

**432.**

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[lunchbox's solution](#)

**433.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**434.**

1873E

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

Quality: 43,461 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[lunchbox's solution](#)

**435.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,633 global accepts · Rating: 1100 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[lunchbox's solution](#)

**436.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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**437.**

1872C

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

Quality: 26,384 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[lunchbox's solution](#)

**438.**

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

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**439.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[lunchbox's solution](#)

**440.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,811 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[lunchbox's solution](#)

**441.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,630 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[lunchbox's solution](#)

**442.**

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[lunchbox's solution](#)

**443.**

1807G2

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

Quality: 27,845 global accepts · Rating: 1100 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[lunchbox's solution](#)

**444.**

1742D

[Coprime · Tutorial](#)

Quality: 34,107 global accepts · Rating: 1100 · first AC: 2023-01-19 · Kotlin 1.7 (first AC) · Tags: brute force, greedy, number theory

[lunchbox's solution](#)

**445.**

1783B

[Matrix of Differences · Tutorial](#)

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[lunchbox's solution](#)

**446.**

1731B

[Kill Demodogs · Tutorial](#)

Quality: 26,799 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**447.**

1760E

[Binary Inversions · Tutorial](#)

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

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**448.**

25B

[Phone numbers · Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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**449.**

1703D

[Double Strings · Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, strings

[lunchbox's solution](#)

**450.**

1686C

[Circular Local MiniMax · Tutorial](#)

Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[lunchbox's solution](#)

**451.**

1672C

[Unequal Array · Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[lunchbox's solution](#)

**452.**

609B

[The Best Gift · Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lunchbox's solution](#)

**453.**

1656B

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

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[lunchbox's solution](#)

**454.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[lunchbox's solution](#)

**455.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[lunchbox's solution](#)

**456.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,404 global accepts · Rating: 1100 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[lunchbox's solution](#)

**457.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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**458.**

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[lunchbox's solution](#)

**459.**

1626B

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Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

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**460.**

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[lunchbox's solution](#)

**461.**

1624C

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

Quality: 26,836 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

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**462.**

1623B

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Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

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**463.**

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings  
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**464.**

1609B

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Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
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**465.**

1360C

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**466.**

1610B

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Quality: 23,386 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers  
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**467.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
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**468.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
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**469.**

1594B

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Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math  
[lunchbox's solution](#)

**470.**

1574B

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

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

**471.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[lunchbox's solution](#)

**472.**

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[lunchbox's solution](#)

**473.**

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[lunchbox's solution](#)

**474.**

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math

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**475.**

1457B

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

Rating: 1100 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[lunchbox's solution](#)

**476.**

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[lunchbox's solution](#)

**477.**

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[lunchbox's solution](#)

**478.**

1529B

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

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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**479.**

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[lunchbox's solution](#)

**480.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[lunchbox's solution](#)

**481.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[lunchbox's solution](#)

**482.**

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[lunchbox's solution](#)

**483.**

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

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**484.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[lunchbox's solution](#)

**485.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

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**486.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,999 global accepts · Rating: 1100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[lunchbox's solution](#)

**487.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[lunchbox's solution](#)

**488.**

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

[lunchbox's solution](#)

**489.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[lunchbox's solution](#)

**490.**

1335C

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

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[lunchbox's solution](#)

**491.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[lunchbox's solution](#)

**492.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[lunchbox's solution](#)

**493.**

2137D

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

Quality: 19,549 global accepts · Rating: 1200 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[lunchbox's solution](#)

**494.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,537 global accepts · Rating: 1200 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[lunchbox's solution](#)

**495.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[lunchbox's solution](#)

**496.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[lunchbox's solution](#)

**497.**

1982B

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

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[lunchbox's solution](#)

**498.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,395 global accepts · Rating: 1200 · first AC: 2024-04-08 · Java 21 (first AC) · Tags: brute force

[lunchbox's solution](#)

**499.**

1951B

[Battle Cows](#) · [Tutorial](#)

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

[lunchbox's solution](#)

**500.**

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[lunchbox's solution](#)

**501.**

1909B

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

Quality: 30,967 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[lunchbox's solution](#)

**502.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[lunchbox's solution](#)

**503.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[lunchbox's solution](#)

**504.**

1872D

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

Quality: 38,830 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[lunchbox's solution](#)

**505.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation,

sortings

[lunchbox's solution](#)

**506.**

1848B

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

Quality: 24,408 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[lunchbox's solution](#)

**507.**

1846D

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

Quality: 22,449 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[lunchbox's solution](#)

**508.**

1846C

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

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[lunchbox's solution](#)

**509.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,623 global accepts · Rating: 1200 · first AC: 2023-01-19 · last AC: 2023-01-19 · Kotlin 1.7 (first AC) · Tags: binary search, greedy, math

[lunchbox's solution](#)

**510.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[lunchbox's solution](#)

**511.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,793 global accepts · Rating: 1200 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[lunchbox's solution](#)

**512.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,586 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[lunchbox's solution](#)

**513.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,389 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[lunchbox's solution](#)

**514.**

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[lunchbox's solution](#)

**515.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[lunchbox's solution](#)

**516.**

1635C

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

Quality: 25,134 global accepts · Rating: 1200 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[lunchbox's solution](#)

**517.**

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[lunchbox's solution](#)

**518.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**519.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,122 global accepts · Rating: 1200 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: sortings, two pointers  
[lunchbox's solution](#)

**520.**

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,371 global accepts · Rating: 1200 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[lunchbox's solution](#)

**521.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search  
[lunchbox's solution](#)

**522.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[lunchbox's solution](#)

**523.**

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers  
[lunchbox's solution](#)

**524.**

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings  
[lunchbox's solution](#)

**525.**

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**526.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[lunchbox's solution](#)

**527.**

1582C

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

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[lunchbox's solution](#)

**528.**

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[lunchbox's solution](#)

**529.**

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[lunchbox's solution](#)

**530.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,341 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[lunchbox's solution](#)

**531.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[lunchbox's solution](#)

**532.**

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[lunchbox's solution](#)

**533.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[lunchbox's solution](#)

**534.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[lunchbox's solution](#)

**535.**

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[lunchbox's solution](#)

**536.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[lunchbox's solution](#)

**537.**

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[lunchbox's solution](#)

**538.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 1200 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[lunchbox's solution](#)

**539.**

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[lunchbox's solution](#)

**540.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,464 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lunchbox's solution](#)

**541.**

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lunchbox's solution](#)

**542.**

1536B

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

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[lunchbox's solution](#)

**543.**

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lunchbox's solution](#)

**544.**

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[lunchbox's solution](#)

**545.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,812 global accepts · Rating: 1200 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[lunchbox's solution](#)

**546.**

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation  
[lunchbox's solution](#)

**547.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[lunchbox's solution](#)

**548.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,485 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math  
[lunchbox's solution](#)

**549.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math  
[lunchbox's solution](#)

**550.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[lunchbox's solution](#)

**551.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings  
[lunchbox's solution](#)

**552.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[lunchbox's solution](#)

**553.**

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[lunchbox's solution](#)

**554.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,357 global accepts · Rating: 1200 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[lunchbox's solution](#)

**555.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, implementation  
[lunchbox's solution](#)

**556.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dp, games, greedy, sortings  
[lunchbox's solution](#)

**557.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,690 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory  
[lunchbox's solution](#)

**558.**

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, implementation, math  
[lunchbox's solution](#)

**559.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[lunchbox's solution](#)

**560.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, implementation, strings  
[lunchbox's solution](#)

**561.**

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force  
[lunchbox's solution](#)

**562.**

1352B

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

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[lunchbox's solution](#)

**563.**

1352C

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

Quality: 69,772 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: binary search, math  
[lunchbox's solution](#)

**564.**

1334A

[Level Statistics](#) · [Tutorial](#)

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

**565.**

2187A

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

Quality: 15,870 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[lunchbox's solution](#)

**566.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,203 global accepts · Rating: 1300 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths  
[lunchbox's solution](#)

**567.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · last AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[lunchbox's solution](#)

**568.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory  
[lunchbox's solution](#)

**569.**

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy  
[lunchbox's solution](#)

**570.**

1879C

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

Quality: 27,115 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy  
[lunchbox's solution](#)

**571.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[lunchbox's solution](#)

**572.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers  
[lunchbox's solution](#)

**573.**

1867C

[Salg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive  
[lunchbox's solution](#)

**574.**

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[lunchbox's solution](#)

**575.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[lunchbox's solution](#)

**576.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math  
[lunchbox's solution](#)

**577.**

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[lunchbox's solution](#)

**578.**

1846E1

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

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[lunchbox's solution](#)

**579.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math

[lunchbox's solution](#)

**580.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,775 global accepts · Rating: 1300 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive

[lunchbox's solution](#)

**581.**

1794C

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

Quality: 22,084 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[lunchbox's solution](#)

**582.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,737 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[lunchbox's solution](#)

**583.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[lunchbox's solution](#)

**584.**

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[lunchbox's solution](#)

**585.**

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[lunchbox's solution](#)

**586.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[lunchbox's solution](#)

**587.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lunchbox's solution](#)

**588.**

1703F

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

Quality: 30,051 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[lunchbox's solution](#)

**589.**

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[lunchbox's solution](#)

**590.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lunchbox's solution](#)

**591.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2022-04-04 · last AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[lunchbox's solution](#)

**592.**

600B

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

Quality: 39,168 global accepts · Rating: 1300 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[lunchbox's solution](#)

**593.**

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,201 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lunchbox's solution](#)

**594.**

1649B

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

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[lunchbox's solution](#)

**595.**

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[lunchbox's solution](#)

**596.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[lunchbox's solution](#)

**597.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[lunchbox's solution](#)

**598.**

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[lunchbox's solution](#)

**599.**

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory  
[lunchbox's solution](#)

**600.**

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs  
[lunchbox's solution](#)

**601.**

1602C

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

Rating: 1300 · first AC: 2021-11-01 · last AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory  
[lunchbox's solution](#)

**602.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths  
[lunchbox's solution](#)

**603.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,002 global accepts · Rating: 1300 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[lunchbox's solution](#)

**604.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,808 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math  
[lunchbox's solution](#)

**605.**

1607D

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

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings  
[lunchbox's solution](#)

**606.**

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[lunchbox's solution](#)

**607.**

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[lunchbox's solution](#)

**608.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[lunchbox's solution](#)

### 609.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[lunchbox's solution](#)

### 610.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[lunchbox's solution](#)

### 611.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[lunchbox's solution](#)

### 612.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,085 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[lunchbox's solution](#)

### 613.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[lunchbox's solution](#)

### 614.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,276 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[lunchbox's solution](#)

### 615.

1182B

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

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[lunchbox's solution](#)

### 616.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1300 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[lunchbox's solution](#)

### 617.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[lunchbox's solution](#)

### 618.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[lunchbox's solution](#)

**619.**

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[lunchbox's solution](#)

**620.**

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[lunchbox's solution](#)

**621.**

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[lunchbox's solution](#)

**622.**

1454D

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

Quality: 22,148 global accepts · Rating: 1300 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lunchbox's solution](#)

**623.**

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lunchbox's solution](#)

**624.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,349 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[lunchbox's solution](#)

**625.**

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[lunchbox's solution](#)

**626.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[lunchbox's solution](#)

**627.**

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: math

[lunchbox's solution](#)

**628.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,106 global accepts · Rating: 1300 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[lunchbox's solution](#)

**629.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,957 global accepts · Rating: 1300 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: math, two pointers

[lunchbox's solution](#)

**630.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1300 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[lunchbox's solution](#)

**631.**

1352D

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

Quality: 29,856 global accepts · Rating: 1300 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation

[lunchbox's solution](#)

**632.**

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[lunchbox's solution](#)

**633.**

515B

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[lunchbox's solution](#)

**634.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lunchbox's solution](#)

**635.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[lunchbox's solution](#)

**636.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[lunchbox's solution](#)

**637.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lunchbox's solution](#)

**638.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,734 global accepts · Rating: 1400 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[lunchbox's solution](#)

**639.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[lunchbox's solution](#)

**640.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,795 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[lunchbox's solution](#)

**641.**

1974C

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

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[lunchbox's solution](#)

**642.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

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

[lunchbox's solution](#)

**643.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,581 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[lunchbox's solution](#)

**644.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[lunchbox's solution](#)

**645.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 1400 · first AC: 2023-12-09 · last AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[lunchbox's solution](#)

**646.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[lunchbox's solution](#)

**647.**

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[lunchbox's solution](#)

**648.**

1860C

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

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, greedy

[lunchbox's solution](#)

**649.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[lunchbox's solution](#)

**650.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[lunchbox's solution](#)

**651.**

1847C

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

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2023-07-06 · last AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[lunchbox's solution](#)

**652.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1400 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings  
[lunchbox's solution](#)

**653.**

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[lunchbox's solution](#)

**654.**

1771B

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

Quality: 21,333 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers  
[lunchbox's solution](#)

**655.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy  
[lunchbox's solution](#)

**656.**

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory  
[lunchbox's solution](#)

**657.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[lunchbox's solution](#)

**658.**

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,781 global accepts · Rating: 1400 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings  
[lunchbox's solution](#)

**659.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[lunchbox's solution](#)

**660.**

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[lunchbox's solution](#)

**661.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lunchbox's solution](#)

**662.**

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[lunchbox's solution](#)

**663.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, math

[lunchbox's solution](#)

**664.**

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[lunchbox's solution](#)

**665.**

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · last AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[lunchbox's solution](#)

**666.**

199D

[Jumping on Walls](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, shortest paths

[lunchbox's solution](#)

**667.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[lunchbox's solution](#)

**668.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[lunchbox's solution](#)

**669.**

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[lunchbox's solution](#)

**670.**

1462D

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

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[lunchbox's solution](#)

**671.**

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[lunchbox's solution](#)

**672.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[lunchbox's solution](#)

**673.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[lunchbox's solution](#)

**674.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, sortings

[lunchbox's solution](#)

**675.**

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[lunchbox's solution](#)

**676.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[lunchbox's solution](#)

**677.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[lunchbox's solution](#)

**678.**

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[lunchbox's solution](#)

**679.**

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings  
[lunchbox's solution](#)

**680.**

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy  
[lunchbox's solution](#)

**681.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[lunchbox's solution](#)

**682.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,594 global accepts · Rating: 1400 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[lunchbox's solution](#)

**683.**

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[lunchbox's solution](#)

**684.**

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[lunchbox's solution](#)

**685.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings  
[lunchbox's solution](#)

**686.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**687.**

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[lunchbox's solution](#)

**688.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers  
[lunchbox's solution](#)

**689.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2021-05-14 · last AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy,

implementation

[lunchbox's solution](#)

**690.**

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lunchbox's solution](#)

**691.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,612 global accepts · Rating: 1400 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**692.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[lunchbox's solution](#)

**693.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,467 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[lunchbox's solution](#)

**694.**

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[lunchbox's solution](#)

**695.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,206 global accepts · Rating: 1400 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math

[lunchbox's solution](#)

**696.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[lunchbox's solution](#)

**697.**

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,093 global accepts · Rating: 1400 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math, sortings, two pointers

[lunchbox's solution](#)

**698.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers

[lunchbox's solution](#)

**699.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: games, math, number theory

[lunchbox's solution](#)

**700.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lunchbox's solution](#)

**701.**

1362C

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

Quality: 23,708 global accepts · Rating: 1400 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[lunchbox's solution](#)

**702.**

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: implementation, math

[lunchbox's solution](#)

**703.**

515C

[Brazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[lunchbox's solution](#)

**704.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[lunchbox's solution](#)

**705.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[lunchbox's solution](#)

**706.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[lunchbox's solution](#)

**707.**

1950E

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

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[lunchbox's solution](#)

**708.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[lunchbox's solution](#)

**709.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**710.**

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[lunchbox's solution](#)

**711.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[lunchbox's solution](#)

**712.**

1872E

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

Quality: 21,379 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[lunchbox's solution](#)

**713.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[lunchbox's solution](#)

**714.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[lunchbox's solution](#)

**715.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[lunchbox's solution](#)

**716.**

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[lunchbox's solution](#)

**717.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[lunchbox's solution](#)

**718.**

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[lunchbox's solution](#)

**719.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[lunchbox's solution](#)

**720.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2023-01-19 · last AC: 2023-01-19 · Kotlin 1.7 (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[lunchbox's solution](#)

**721.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[lunchbox's solution](#)

**722.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[lunchbox's solution](#)

**723.**

1732D1

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

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[lunchbox's solution](#)

**724.**

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[lunchbox's solution](#)

**725.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[lunchbox's solution](#)

**726.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lunchbox's solution](#)

**727.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[lunchbox's solution](#)

**728.**

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[lunchbox's solution](#)

**729.**

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,452 global accepts · Rating: 1500 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory

[lunchbox's solution](#)

**730.**

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings  
[lunchbox's solution](#)

**731.**

977E

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

Quality: 25,618 global accepts · Rating: 1500 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs  
[lunchbox's solution](#)

**732.**

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[lunchbox's solution](#)

**733.**

1084C

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

Quality: 11,662 global accepts · Rating: 1500 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation  
[lunchbox's solution](#)

**734.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings  
[lunchbox's solution](#)

**735.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers  
[lunchbox's solution](#)

**736.**

1545A

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

Quality: 14,883 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[lunchbox's solution](#)

**737.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[lunchbox's solution](#)

**738.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,670 global accepts · Rating: 1500 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics  
[lunchbox's solution](#)

**739.**

415B

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

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math  
[lunchbox's solution](#)

**740.**

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1500 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[lunchbox's solution](#)

**741.**

276C

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

Quality: 39,555 global accepts · Rating: 1500 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings  
[lunchbox's solution](#)

**742.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,925 global accepts · Rating: 1500 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers  
[lunchbox's solution](#)

**743.**

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[lunchbox's solution](#)

**744.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory  
[lunchbox's solution](#)

**745.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,122 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory  
[lunchbox's solution](#)

**746.**

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees  
[lunchbox's solution](#)

**747.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[lunchbox's solution](#)

**748.**

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[lunchbox's solution](#)

**749.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 1500 · first AC: 2021-03-22 · last AC: 2021-05-18 · GNU C++11 (first AC) · Tags: hashing, implementation  
[lunchbox's solution](#)

**750.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2021-05-14 · last AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[lunchbox's solution](#)

**751.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[lunchbox's solution](#)

**752.**

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[lunchbox's solution](#)

**753.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,536 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[lunchbox's solution](#)

**754.**

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[lunchbox's solution](#)

**755.**

1506E

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

Quality: 14,195 global accepts · Rating: 1500 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[lunchbox's solution](#)

**756.**

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: implementation, math

[lunchbox's solution](#)

**757.**

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[lunchbox's solution](#)

**758.**

1486B

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

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[lunchbox's solution](#)

**759.**

1487C

[Minimum Ties](#) · [Tutorial](#)

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

[lunchbox's solution](#)

**760.**

1487D

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

Quality: 20,591 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[lunchbox's solution](#)

**761.**

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[lunchbox's solution](#)

**762.**

1368B

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

Quality: 21,430 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[lunchbox's solution](#)

**763.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms  
[lunchbox's solution](#)

**764.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: greedy, math  
[lunchbox's solution](#)

**765.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, math  
[lunchbox's solution](#)

**766.**

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy  
[lunchbox's solution](#)

**767.**

2157D

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

Quality: 6,011 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers  
[lunchbox's solution](#)

**768.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[lunchbox's solution](#)

**769.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[lunchbox's solution](#)

**770.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory  
[lunchbox's solution](#)

**771.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[lunchbox's solution](#)

**772.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[lunchbox's solution](#)

**773.**

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[lunchbox's solution](#)

**774.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[lunchbox's solution](#)

**775.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-09 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy

[lunchbox's solution](#)

**776.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[lunchbox's solution](#)

**777.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[lunchbox's solution](#)

**778.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp

[lunchbox's solution](#)

**779.**

1849C

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

Quality: 12,532 global accepts · Rating: 1600 · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[lunchbox's solution](#)

**780.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,130 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math

[lunchbox's solution](#)

**781.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures  
[lunchbox's solution](#)

**782.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, number theory, shortest paths  
[lunchbox's solution](#)

**783.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers  
[lunchbox's solution](#)

**784.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math  
[lunchbox's solution](#)

**785.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[lunchbox's solution](#)

**786.**

1771C

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

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2022-12-11 · last AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[lunchbox's solution](#)

**787.**

1748C

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

Quality: 13,009 global accepts · Rating: 1600 · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[lunchbox's solution](#)

**788.**

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[lunchbox's solution](#)

**789.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[lunchbox's solution](#)

**790.**

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation  
[lunchbox's solution](#)

**791.**

1730B

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

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · last AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[lunchbox's solution](#)

**792.**

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[lunchbox's solution](#)

**793.**

1703G

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

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · last AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[lunchbox's solution](#)

**794.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[lunchbox's solution](#)

**795.**

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[lunchbox's solution](#)

**796.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[lunchbox's solution](#)

**797.**

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2022-04-02 · last AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lunchbox's solution](#)

**798.**

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[lunchbox's solution](#)

**799.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[lunchbox's solution](#)

**800.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,611 global accepts · Rating: 1600 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[lunchbox's solution](#)

**801.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math  
[lunchbox's solution](#)

**802.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices  
[lunchbox's solution](#)

**803.**

1537E1

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

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers  
[lunchbox's solution](#)

**804.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,290 global accepts · Rating: 1600 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory  
[lunchbox's solution](#)

**805.**

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy  
[lunchbox's solution](#)

**806.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings  
[lunchbox's solution](#)

**807.**

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[lunchbox's solution](#)

**808.**

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[lunchbox's solution](#)

**809.**

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs  
[lunchbox's solution](#)

**810.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees  
[lunchbox's solution](#)

**811.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy  
[lunchbox's solution](#)

**812.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[lunchbox's solution](#)

**813.**

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees  
[lunchbox's solution](#)

**814.**

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp  
[lunchbox's solution](#)

**815.**

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[lunchbox's solution](#)

**816.**

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[lunchbox's solution](#)

**817.**

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[lunchbox's solution](#)

**818.**

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · last AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[lunchbox's solution](#)

**819.**

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers  
[lunchbox's solution](#)

**820.**

1567C

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

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[lunchbox's solution](#)

**821.**

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings  
[lunchbox's solution](#)

**822.**

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math

[lunchbox's solution](#)

**823.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[lunchbox's solution](#)

**824.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[lunchbox's solution](#)

**825.**

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[lunchbox's solution](#)

**826.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[lunchbox's solution](#)

**827.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[lunchbox's solution](#)

**828.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[lunchbox's solution](#)

**829.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2021-06-17 · last AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[lunchbox's solution](#)

**830.**

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · last AC: 2021-06-11 · GNU C++11 (first AC) · Tags: binary search, interactive

[lunchbox's solution](#)

**831.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,376 global accepts · Rating: 1600 · first AC: 2021-06-04 · Java 11 (first AC) · Tags: binary search, data structures, two pointers

[lunchbox's solution](#)

**832.**

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[lunchbox's solution](#)

**833.**

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[lunchbox's solution](#)

**834.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,316 global accepts · Rating: 1600 · first AC: 2021-02-23 · last AC: 2021-05-18 · GNU C++11 (first AC) · Tags: implementation, math  
[lunchbox's solution](#)

**835.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[lunchbox's solution](#)

**836.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[lunchbox's solution](#)

**837.**

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers  
[lunchbox's solution](#)

**838.**

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math  
[lunchbox's solution](#)

**839.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers  
[lunchbox's solution](#)

**840.**

1498C

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

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp  
[lunchbox's solution](#)

**841.**

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: combinatorics, flows, greedy, implementation  
[lunchbox's solution](#)

**842.**

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[lunchbox's solution](#)

**843.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: data structures, math, number theory  
[lunchbox's solution](#)

**844.**

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings  
[lunchbox's solution](#)

**845.**

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms  
[lunchbox's solution](#)

**846.**

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: math, sortings  
[lunchbox's solution](#)

**847.**

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[lunchbox's solution](#)

**848.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: math, number theory  
[lunchbox's solution](#)

**849.**

1337C

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

Rating: 1600 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[lunchbox's solution](#)

**850.**

2159A

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

Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive  
[lunchbox's solution](#)

**851.**

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees  
[lunchbox's solution](#)

**852.**

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs  
[lunchbox's solution](#)

**853.**

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[lunchbox's solution](#)

### 854.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[lunchbox's solution](#)

### 855.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[lunchbox's solution](#)

### 856.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[lunchbox's solution](#)

### 857.

1982D

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

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[lunchbox's solution](#)

### 858.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,010 global accepts · Rating: 1700 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[lunchbox's solution](#)

### 859.

1822F

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

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[lunchbox's solution](#)

### 860.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[lunchbox's solution](#)

### 861.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[lunchbox's solution](#)

### 862.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force

[lunchbox's solution](#)

**863.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[lunchbox's solution](#)

**864.**

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[lunchbox's solution](#)

**865.**

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[lunchbox's solution](#)

**866.**

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[lunchbox's solution](#)

**867.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[lunchbox's solution](#)

**868.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[lunchbox's solution](#)

**869.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[lunchbox's solution](#)

**870.**

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[lunchbox's solution](#)

**871.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[lunchbox's solution](#)

**872.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two

pointers

[lunchbox's solution](#)

**873.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[lunchbox's solution](#)

**874.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[lunchbox's solution](#)

**875.**

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation

[lunchbox's solution](#)

**876.**

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[lunchbox's solution](#)

**877.**

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[lunchbox's solution](#)

**878.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[lunchbox's solution](#)

**879.**

1731D

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

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[lunchbox's solution](#)

**880.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[lunchbox's solution](#)

**881.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[lunchbox's solution](#)

**882.**

1462E2

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

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics,

implementation, math, sortings, two pointers

[lunchbox's solution](#)

**883.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[lunchbox's solution](#)

**884.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[lunchbox's solution](#)

**885.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[lunchbox's solution](#)

**886.**

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[lunchbox's solution](#)

**887.**

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,094 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[lunchbox's solution](#)

**888.**

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[lunchbox's solution](#)

**889.**

1658C

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

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[lunchbox's solution](#)

**890.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[lunchbox's solution](#)

**891.**

199C

[About Bacteria](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[lunchbox's solution](#)

**892.**

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[lunchbox's solution](#)

**893.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[lunchbox's solution](#)

**894.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[lunchbox's solution](#)

**895.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[lunchbox's solution](#)

**896.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[lunchbox's solution](#)

**897.**

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[lunchbox's solution](#)

**898.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[lunchbox's solution](#)

**899.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[lunchbox's solution](#)

**900.**

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[lunchbox's solution](#)

**901.**

977F

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

Quality: 25,131 global accepts · Rating: 1700 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[lunchbox's solution](#)

**902.**

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[lunchbox's solution](#)

**903.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[lunchbox's solution](#)

**904.**

1594D

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

Quality: 9,398 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[lunchbox's solution](#)

**905.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[lunchbox's solution](#)

**906.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[lunchbox's solution](#)

**907.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[lunchbox's solution](#)

**908.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[lunchbox's solution](#)

**909.**

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · last AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[lunchbox's solution](#)

**910.**

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[lunchbox's solution](#)

**911.**

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[lunchbox's solution](#)

**912.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[lunchbox's solution](#)

**913.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math  
[lunchbox's solution](#)

**914.**

1538D

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

Quality: 15,269 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[lunchbox's solution](#)

**915.**

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-24 · last AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[lunchbox's solution](#)

**916.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[lunchbox's solution](#)

**917.**

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory  
[lunchbox's solution](#)

**918.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,250 global accepts · Rating: 1700 · first AC: 2021-05-14 · last AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings  
[lunchbox's solution](#)

**919.**

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math  
[lunchbox's solution](#)

**920.**

1516C

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

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math  
[lunchbox's solution](#)

**921.**

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers  
[lunchbox's solution](#)

**922.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[lunchbox's solution](#)

**923.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lunchbox's solution](#)

**924.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,293 global accepts · Rating: 1700 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[lunchbox's solution](#)

**925.**

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[lunchbox's solution](#)

**926.**

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · last AC: 2021-03-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[lunchbox's solution](#)

**927.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[lunchbox's solution](#)

**928.**

1480C

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

Rating: 1700 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, interactive, math, ternary search

[lunchbox's solution](#)

**929.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[lunchbox's solution](#)

**930.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[lunchbox's solution](#)

**931.**

1335E1

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

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[lunchbox's solution](#)

**932.**

1330D

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

Rating: 1700 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[lunchbox's solution](#)

**933.**

1324E

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

Quality: 17,013 global accepts · Rating: 1700 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dp, implementation

[lunchbox's solution](#)

**934.**

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[lunchbox's solution](#)

**935.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[lunchbox's solution](#)

**936.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[lunchbox's solution](#)

**937.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[lunchbox's solution](#)

**938.**

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2024-10-25 · last AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[lunchbox's solution](#)

**939.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[lunchbox's solution](#)

**940.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[lunchbox's solution](#)

**941.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,727 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[lunchbox's solution](#)

**942.**

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

[lunchbox's solution](#)

**943.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[lunchbox's solution](#)

**944.**

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,321 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[lunchbox's solution](#)

**945.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,081 global accepts · Rating: 1800 · first AC: 2024-04-12 · Java 21 (first AC) · Tags: combinatorics, dp, math, sortings

[lunchbox's solution](#)

**946.**

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[lunchbox's solution](#)

**947.**

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[lunchbox's solution](#)

**948.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings

[lunchbox's solution](#)

**949.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[lunchbox's solution](#)

**950.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[lunchbox's solution](#)

**951.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[lunchbox's solution](#)

**952.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[lunchbox's solution](#)

**953.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[lunchbox's solution](#)

**954.**

1872F

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

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[lunchbox's solution](#)

**955.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[lunchbox's solution](#)

**956.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[lunchbox's solution](#)

**957.**

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · last AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[lunchbox's solution](#)

**958.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[lunchbox's solution](#)

**959.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[lunchbox's solution](#)

**960.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[lunchbox's solution](#)

**961.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[lunchbox's solution](#)

**962.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[lunchbox's solution](#)

**963.**

1846F

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

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[lunchbox's solution](#)

**964.**

1846E2

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

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math

[lunchbox's solution](#)

**965.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[lunchbox's solution](#)

**966.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,474 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[lunchbox's solution](#)

**967.**

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[lunchbox's solution](#)

**968.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[lunchbox's solution](#)

**969.**

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[lunchbox's solution](#)

**970.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,043 global accepts · Rating: 1800 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory

[lunchbox's solution](#)

**971.**

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[lunchbox's solution](#)

**972.**

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[lunchbox's solution](#)

**973.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[lunchbox's solution](#)

**974.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[lunchbox's solution](#)

**975.**

300C

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics

[lunchbox's solution](#)

**976.**

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[lunchbox's solution](#)

**977.**

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[lunchbox's solution](#)

**978.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[lunchbox's solution](#)

**979.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[lunchbox's solution](#)

**980.**

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[lunchbox's solution](#)

**981.**

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[lunchbox's solution](#)

**982.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[lunchbox's solution](#)

**983.**

988D

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

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[lunchbox's solution](#)

**984.**

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings  
[lunchbox's solution](#)

**985.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math  
[lunchbox's solution](#)

**986.**

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive  
[lunchbox's solution](#)

**987.**

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings, two pointers  
[lunchbox's solution](#)

**988.**

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy  
[lunchbox's solution](#)

**989.**

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math  
[lunchbox's solution](#)

**990.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings  
[lunchbox's solution](#)

**991.**

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, implementation  
[lunchbox's solution](#)

**992.**

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees  
[lunchbox's solution](#)

**993.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[lunchbox's solution](#)

**994.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[lunchbox's solution](#)

**995.**

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-02 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[lunchbox's solution](#)

**996.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[lunchbox's solution](#)

**997.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[lunchbox's solution](#)

**998.**

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[lunchbox's solution](#)

**999.**

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math, ternary search

[lunchbox's solution](#)

**1000.**

612D

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

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lunchbox's solution](#)

**1001.**

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory, sortings

[lunchbox's solution](#)

**1002.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lunchbox's solution](#)

**1003.**

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[lunchbox's solution](#)

**1004.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[lunchbox's solution](#)

**1005.**

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[lunchbox's solution](#)

**1006.**

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[lunchbox's solution](#)

**1007.**

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[lunchbox's solution](#)

**1008.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[lunchbox's solution](#)

**1009.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[lunchbox's solution](#)

**1010.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[lunchbox's solution](#)

**1011.**

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[lunchbox's solution](#)

**1012.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lunchbox's solution](#)

**1013.**

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[lunchbox's solution](#)

### 1014.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[lunchbox's solution](#)

### 1015.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[lunchbox's solution](#)

### 1016.

1509C

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

Quality: 15,309 global accepts · Rating: 1800 · first AC: 2021-04-16 · last AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lunchbox's solution](#)

### 1017.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: dp

[lunchbox's solution](#)

### 1018.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[lunchbox's solution](#)

### 1019.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[lunchbox's solution](#)

### 1020.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 1900 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[lunchbox's solution](#)

### 1021.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[lunchbox's solution](#)

### 1022.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[lunchbox's solution](#)

### 1023.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[lunchbox's solution](#)

**1024.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[lunchbox's solution](#)**1025.**

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,688 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[lunchbox's solution](#)**1026.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[lunchbox's solution](#)**1027.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[lunchbox's solution](#)**1028.**

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[lunchbox's solution](#)**1029.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[lunchbox's solution](#)**1030.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[lunchbox's solution](#)**1031.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[lunchbox's solution](#)**1032.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[lunchbox's solution](#)**1033.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[lunchbox's solution](#)

**1034.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[lunchbox's solution](#)

**1035.**

110E

[Lucky Tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[lunchbox's solution](#)

**1036.**

110D

[Lucky Probability](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, probabilities

[lunchbox's solution](#)

**1037.**

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[lunchbox's solution](#)

**1038.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[lunchbox's solution](#)

**1039.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[lunchbox's solution](#)

**1040.**

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dp

[lunchbox's solution](#)

**1041.**

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[lunchbox's solution](#)

**1042.**

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · last AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[lunchbox's solution](#)

**1043.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[lunchbox's solution](#)

**1044.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[lunchbox's solution](#)

**1045.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[lunchbox's solution](#)

**1046.**

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, trees

[lunchbox's solution](#)

**1047.**

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[lunchbox's solution](#)

**1048.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[lunchbox's solution](#)

**1049.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[lunchbox's solution](#)

**1050.**

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[lunchbox's solution](#)

**1051.**

1649E

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

Rating: 1900 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[lunchbox's solution](#)

**1052.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[lunchbox's solution](#)

**1053.**

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[lunchbox's solution](#)

**1054.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory  
[lunchbox's solution](#)

**1055.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1900 · first AC: 2022-01-10 · last AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy  
[lunchbox's solution](#)

**1056.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[lunchbox's solution](#)

**1057.**

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[lunchbox's solution](#)

**1058.**

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry  
[lunchbox's solution](#)

**1059.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees  
[lunchbox's solution](#)

**1060.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings  
[lunchbox's solution](#)

**1061.**

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[lunchbox's solution](#)

**1062.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers  
[lunchbox's solution](#)

**1063.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees  
[lunchbox's solution](#)

**1064.**

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[lunchbox's solution](#)

**1065.**

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation  
[lunchbox's solution](#)

**1066.**

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy  
[lunchbox's solution](#)

**1067.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[lunchbox's solution](#)

**1068.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[lunchbox's solution](#)

**1069.**

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[lunchbox's solution](#)

**1070.**

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths  
[lunchbox's solution](#)

**1071.**

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy  
[lunchbox's solution](#)

**1072.**

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, strings  
[lunchbox's solution](#)

**1073.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation  
[lunchbox's solution](#)

**1074.**

1032D

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

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation  
[lunchbox's solution](#)

**1075.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths  
[lunchbox's solution](#)

**1076.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees  
[lunchbox's solution](#)

**1077.**

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory  
[lunchbox's solution](#)

**1078.**

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[lunchbox's solution](#)

**1079.**

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[lunchbox's solution](#)

**1080.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees  
[lunchbox's solution](#)

**1081.**

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers  
[lunchbox's solution](#)

**1082.**

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2021-07-09 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: binary search, data structures, number theory, two pointers  
[lunchbox's solution](#)

**1083.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities  
[lunchbox's solution](#)

**1084.**

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

[lunchbox's solution](#)

**1085.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[lunchbox's solution](#)

**1086.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,792 global accepts · Rating: 1900 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy

[lunchbox's solution](#)

**1087.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[lunchbox's solution](#)

**1088.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,066 global accepts · Rating: 1900 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lunchbox's solution](#)

**1089.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2021-06-03 · last AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[lunchbox's solution](#)

**1090.**

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2021-06-02 · last AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[lunchbox's solution](#)

**1091.**

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 1900 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[lunchbox's solution](#)

**1092.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[lunchbox's solution](#)

**1093.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[lunchbox's solution](#)

**1094.**

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[lunchbox's solution](#)

**1095.**

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[lunchbox's solution](#)

**1096.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[lunchbox's solution](#)

**1097.**

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[lunchbox's solution](#)

**1098.**

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory, strings

[lunchbox's solution](#)

**1099.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[lunchbox's solution](#)

**1100.**

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[lunchbox's solution](#)

**1101.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[lunchbox's solution](#)

**1102.**

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[lunchbox's solution](#)

**1103.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[lunchbox's solution](#)

**1104.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[lunchbox's solution](#)

**1105.**

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[lunchbox's solution](#)

**1106.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[lunchbox's solution](#)

**1107.**

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[lunchbox's solution](#)

**1108.**

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees  
[lunchbox's solution](#)

**1109.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees  
[lunchbox's solution](#)

**1110.**

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[lunchbox's solution](#)

**1111.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,775 global accepts · Rating: 1900 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings  
[lunchbox's solution](#)

**1112.**

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[lunchbox's solution](#)

**1113.**

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[lunchbox's solution](#)

**1114.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings  
[lunchbox's solution](#)

### 1115.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees  
[lunchbox's solution](#)

### 1116.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math  
[lunchbox's solution](#)

### 1117.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees  
[lunchbox's solution](#)

### 1118.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[lunchbox's solution](#)

### 1119.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings  
[lunchbox's solution](#)

### 1120.

1509D

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

Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
[lunchbox's solution](#)

### 1121.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[lunchbox's solution](#)

### 1122.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: data structures, dp  
[lunchbox's solution](#)

### 1123.

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation  
[lunchbox's solution](#)

### 1124.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation  
[lunchbox's solution](#)

**1125.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive  
[lunchbox's solution](#)

**1126.**

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation  
[lunchbox's solution](#)

**1127.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,529 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math  
[lunchbox's solution](#)

**1128.**

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math  
[lunchbox's solution](#)

**1129.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings  
[lunchbox's solution](#)

**1130.**

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[lunchbox's solution](#)

**1131.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees  
[lunchbox's solution](#)

**1132.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees  
[lunchbox's solution](#)

**1133.**

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[lunchbox's solution](#)

**1134.**

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[lunchbox's solution](#)

**1135.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

divide and conquer, greedy, hashing, implementation, math, strings

[lunchbox's solution](#)

**1136.**

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[lunchbox's solution](#)

**1137.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[lunchbox's solution](#)

**1138.**

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[lunchbox's solution](#)

**1139.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[lunchbox's solution](#)

**1140.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

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**1141.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[lunchbox's solution](#)

**1142.**

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[lunchbox's solution](#)

**1143.**

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings

[lunchbox's solution](#)

**1144.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[lunchbox's solution](#)

**1145.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[lunchbox's solution](#)

**1146.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[lunchbox's solution](#)

**1147.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[lunchbox's solution](#)

**1148.**

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[lunchbox's solution](#)

**1149.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,105 global accepts · Rating: 2000 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[lunchbox's solution](#)

**1150.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,629 global accepts · Rating: 2000 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[lunchbox's solution](#)

**1151.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[lunchbox's solution](#)

**1152.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[lunchbox's solution](#)

**1153.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[lunchbox's solution](#)

**1154.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[lunchbox's solution](#)

**1155.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2021-06-28 · last AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[lunchbox's solution](#)

**1156.**

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[lunchbox's solution](#)

**1157.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · last AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[lunchbox's solution](#)

**1158.**

1716C

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

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[lunchbox's solution](#)

**1159.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: \*special, data structures

[lunchbox's solution](#)

**1160.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[lunchbox's solution](#)

**1161.**

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[lunchbox's solution](#)

**1162.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[lunchbox's solution](#)

**1163.**

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2022-04-03 · last AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[lunchbox's solution](#)

**1164.**

600D

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

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[lunchbox's solution](#)

**1165.**

803F

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

Quality: 4,639 global accepts · Rating: 2000 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[lunchbox's solution](#)

**1166.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[lunchbox's solution](#)

**1167.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[lunchbox's solution](#)

**1168.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[lunchbox's solution](#)

**1169.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[lunchbox's solution](#)

**1170.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[lunchbox's solution](#)

**1171.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[lunchbox's solution](#)

**1172.**

1589D

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[lunchbox's solution](#)

**1173.**

1451E1

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

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[lunchbox's solution](#)

**1174.**

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2021-10-24 · last AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[lunchbox's solution](#)

**1175.**

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[lunchbox's solution](#)

**1176.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[lunchbox's solution](#)

**1177.**

1359D

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

Quality: 10,732 global accepts · Rating: 2000 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[lunchbox's solution](#)

**1178.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[lunchbox's solution](#)

**1179.**

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,582 global accepts · Rating: 2000 · first AC: 2021-09-09 · last AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, interactive, probabilities

[lunchbox's solution](#)

**1180.**

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[lunchbox's solution](#)

**1181.**

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[lunchbox's solution](#)

**1182.**

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[lunchbox's solution](#)

**1183.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[lunchbox's solution](#)

**1184.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: ternary search

[lunchbox's solution](#)

### 1185.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, pointers

[lunchbox's solution](#)

### 1186.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, schedules

[lunchbox's solution](#)

### 1187.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[lunchbox's solution](#)

### 1188.

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[lunchbox's solution](#)

### 1189.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[lunchbox's solution](#)

### 1190.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[lunchbox's solution](#)

### 1191.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[lunchbox's solution](#)

### 1192.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[lunchbox's solution](#)

### 1193.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[lunchbox's solution](#)

### 1194.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[lunchbox's solution](#)

**1195.**

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[lunchbox's solution](#)

**1196.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[lunchbox's solution](#)

**1197.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[lunchbox's solution](#)

**1198.**

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp

[lunchbox's solution](#)

**1199.**

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[lunchbox's solution](#)

**1200.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[lunchbox's solution](#)

**1201.**

1536D

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

Quality: 5,059 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[lunchbox's solution](#)

**1202.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-16 · last AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[lunchbox's solution](#)

**1203.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-19 · last AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[lunchbox's solution](#)

**1204.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 2000 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lunchbox's solution](#)

**1205.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[lunchbox's solution](#)

**1206.**

2B

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

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2021-03-22 · last AC: 2021-05-18 · GNU C++11 (first AC) · Tags: dp, math  
[lunchbox's solution](#)

**1207.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[lunchbox's solution](#)

**1208.**

1521C

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

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive  
[lunchbox's solution](#)

**1209.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math  
[lunchbox's solution](#)

**1210.**

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[lunchbox's solution](#)

**1211.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers  
[lunchbox's solution](#)

**1212.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees  
[lunchbox's solution](#)

**1213.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math  
[lunchbox's solution](#)

**1214.**

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings  
[lunchbox's solution](#)

**1215.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[lunchbox's solution](#)

**1216.**

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[lunchbox's solution](#)

**1217.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,145 global accepts · Rating: 2100 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[lunchbox's solution](#)

**1218.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[lunchbox's solution](#)

**1219.**

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[lunchbox's solution](#)

**1220.**

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: \*special, binary search, dfs and similar, dp, math, ternary search

[lunchbox's solution](#)

**1221.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[lunchbox's solution](#)

**1222.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[lunchbox's solution](#)

**1223.**

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2021-06-23 · last AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[lunchbox's solution](#)

**1224.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[lunchbox's solution](#)

**1225.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, interactive  
[lunchbox's solution](#)

**1226.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[lunchbox's solution](#)

**1227.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, greedy

[lunchbox's solution](#)

**1228.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[lunchbox's solution](#)

**1229.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[lunchbox's solution](#)

**1230.**

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[lunchbox's solution](#)

**1231.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[lunchbox's solution](#)

**1232.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[lunchbox's solution](#)

**1233.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[lunchbox's solution](#)

**1234.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · last AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[lunchbox's solution](#)

**1235.**

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[lunchbox's solution](#)

### 1236.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · last AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[lunchbox's solution](#)

### 1237.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[lunchbox's solution](#)

### 1238.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[lunchbox's solution](#)

### 1239.

546E

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

Quality: 4,313 global accepts · Rating: 2100 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math

[lunchbox's solution](#)

### 1240.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[lunchbox's solution](#)

### 1241.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · GNU C11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[lunchbox's solution](#)

### 1242.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[lunchbox's solution](#)

### 1243.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[lunchbox's solution](#)

### 1244.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[lunchbox's solution](#)

### 1245.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[lunchbox's solution](#)

### 1246.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[lunchbox's solution](#)

### 1247.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[lunchbox's solution](#)

### 1248.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,428 global accepts · Rating: 2100 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[lunchbox's solution](#)

### 1249.

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[lunchbox's solution](#)

### 1250.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[lunchbox's solution](#)

### 1251.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[lunchbox's solution](#)

### 1252.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, sortings

[lunchbox's solution](#)

### 1253.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[lunchbox's solution](#)

### 1254.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 2100 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[lunchbox's solution](#)

### 1255.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[lunchbox's solution](#)

**1256.**

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[lunchbox's solution](#)

**1257.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[lunchbox's solution](#)

**1258.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[lunchbox's solution](#)

**1259.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2021-07-15 · last AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[lunchbox's solution](#)

**1260.**

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[lunchbox's solution](#)

**1261.**

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer

[lunchbox's solution](#)

**1262.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lunchbox's solution](#)

**1263.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[lunchbox's solution](#)

**1264.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lunchbox's solution](#)

**1265.**

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[lunchbox's solution](#)

**1266.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[lunchbox's solution](#)

**1267.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2021-05-17 · last AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[lunchbox's solution](#)

**1268.**

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[lunchbox's solution](#)

**1269.**

838B

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

Quality: 1,078 global accepts · Rating: 2100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[lunchbox's solution](#)

**1270.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[lunchbox's solution](#)

**1271.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2021-05-26 · last AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[lunchbox's solution](#)

**1272.**

260D

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[lunchbox's solution](#)

**1273.**

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[lunchbox's solution](#)

**1274.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[lunchbox's solution](#)

**1275.**

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2021-05-21 · last AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[lunchbox's solution](#)

**1276.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[lunchbox's solution](#)

**1277.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-05-08 · last AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[lunchbox's solution](#)

**1278.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 2100 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[lunchbox's solution](#)

**1279.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[lunchbox's solution](#)

**1280.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[lunchbox's solution](#)

**1281.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[lunchbox's solution](#)

**1282.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[lunchbox's solution](#)

**1283.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[lunchbox's solution](#)

**1284.**

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[lunchbox's solution](#)

**1285.**

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp,

dsu, implementation

[lunchbox's solution](#)

**1286.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[lunchbox's solution](#)

**1287.**

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[lunchbox's solution](#)

**1288.**

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[lunchbox's solution](#)

**1289.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[lunchbox's solution](#)

**1290.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · last AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[lunchbox's solution](#)

**1291.**

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[lunchbox's solution](#)

**1292.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[lunchbox's solution](#)

**1293.**

1867E2

[Salg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[lunchbox's solution](#)

**1294.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[lunchbox's solution](#)

**1295.**

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[lunchbox's solution](#)

### 1296.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[lunchbox's solution](#)

### 1297.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[lunchbox's solution](#)

### 1298.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, ternary search

[lunchbox's solution](#)

### 1299.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[lunchbox's solution](#)

### 1300.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[lunchbox's solution](#)

### 1301.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[lunchbox's solution](#)

### 1302.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[lunchbox's solution](#)

### 1303.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[lunchbox's solution](#)

### 1304.

506B

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

Rating: 2200 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[lunchbox's solution](#)

### 1305.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[lunchbox's solution](#)

**1306.**

663C

[Graph Coloring](#) · [Tutorial](#)

Quality: 2200 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[lunchbox's solution](#)

**1307.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[lunchbox's solution](#)

**1308.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[lunchbox's solution](#)

**1309.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[lunchbox's solution](#)

**1310.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2022-10-16 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[lunchbox's solution](#)

**1311.**

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[lunchbox's solution](#)

**1312.**

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · last AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[lunchbox's solution](#)

**1313.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · last AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[lunchbox's solution](#)

**1314.**

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[lunchbox's solution](#)

**1315.**

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[lunchbox's solution](#)

**1316.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,282 global accepts · Rating: 2200 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lunchbox's solution](#)

**1317.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[lunchbox's solution](#)

**1318.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, two pointers

[lunchbox's solution](#)

**1319.**

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[lunchbox's solution](#)

**1320.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[lunchbox's solution](#)

**1321.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[lunchbox's solution](#)

**1322.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · last AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[lunchbox's solution](#)

**1323.**

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2022-01-05 · last AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[lunchbox's solution](#)

**1324.**

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[lunchbox's solution](#)

**1325.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs,

trees

[lunchbox's solution](#)

**1326.**

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[lunchbox's solution](#)

**1327.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[lunchbox's solution](#)

**1328.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-05 · last AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[lunchbox's solution](#)

**1329.**

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, shortest paths

[lunchbox's solution](#)

**1330.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[lunchbox's solution](#)

**1331.**

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[lunchbox's solution](#)

**1332.**

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[lunchbox's solution](#)

**1333.**

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[lunchbox's solution](#)

**1334.**

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-23 · last AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[lunchbox's solution](#)

**1335.**

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[lunchbox's solution](#)

**1336.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings  
[lunchbox's solution](#)

**1337.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[lunchbox's solution](#)

**1338.**

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · last AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math  
[lunchbox's solution](#)

**1339.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2021-06-23 · last AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, math  
[lunchbox's solution](#)

**1340.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees  
[lunchbox's solution](#)

**1341.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs  
[lunchbox's solution](#)

**1342.**

1457E

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[lunchbox's solution](#)

**1343.**

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[lunchbox's solution](#)

**1344.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings  
[lunchbox's solution](#)

**1345.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive  
[lunchbox's solution](#)

**1346.**

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[lunchbox's solution](#)

**1347.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[lunchbox's solution](#)

**1348.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[lunchbox's solution](#)

**1349.**

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[lunchbox's solution](#)

**1350.**

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[lunchbox's solution](#)

**1351.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[lunchbox's solution](#)

**1352.**

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[lunchbox's solution](#)

**1353.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[lunchbox's solution](#)

**1354.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[lunchbox's solution](#)

**1355.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph

matchings, math

[lunchbox's solution](#)

**1356.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[lunchbox's solution](#)

**1357.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[lunchbox's solution](#)

**1358.**

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[lunchbox's solution](#)

**1359.**

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: \*special, data structures, dfs and similar, graphs, trees

[lunchbox's solution](#)

**1360.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[lunchbox's solution](#)

**1361.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[lunchbox's solution](#)

**1362.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[lunchbox's solution](#)

**1363.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[lunchbox's solution](#)

**1364.**

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[lunchbox's solution](#)

**1365.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math,

probabilities, trees

[lunchbox's solution](#)

**1366.**

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[lunchbox's solution](#)

**1367.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[lunchbox's solution](#)

**1368.**

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[lunchbox's solution](#)

**1369.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[lunchbox's solution](#)

**1370.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[lunchbox's solution](#)

**1371.**

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[lunchbox's solution](#)

**1372.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[lunchbox's solution](#)

**1373.**

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[lunchbox's solution](#)

**1374.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2023-03-21 · last AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[lunchbox's solution](#)

**1375.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[lunchbox's solution](#)

**1376.**

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[lunchbox's solution](#)

**1377.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory  
[lunchbox's solution](#)

**1378.**

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, trees  
[lunchbox's solution](#)

**1379.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2022-10-23 · last AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, math, number theory  
[lunchbox's solution](#)

**1380.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing  
[lunchbox's solution](#)

**1381.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers  
[lunchbox's solution](#)

**1382.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices  
[lunchbox's solution](#)

**1383.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees  
[lunchbox's solution](#)

**1384.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[lunchbox's solution](#)

**1385.**

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-26 · last AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[lunchbox's solution](#)

**1386.**

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · last AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[lunchbox's solution](#)

**1387.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,406 global accepts · Rating: 2300 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[lunchbox's solution](#)

**1388.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 2300 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings

[lunchbox's solution](#)

**1389.**

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[lunchbox's solution](#)

**1390.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-28 · last AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[lunchbox's solution](#)

**1391.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[lunchbox's solution](#)

**1392.**

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[lunchbox's solution](#)

**1393.**

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[lunchbox's solution](#)

**1394.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[lunchbox's solution](#)

**1395.**

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[lunchbox's solution](#)

**1396.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2022-01-01 · last AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[lunchbox's solution](#)

**1397.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[lunchbox's solution](#)

**1398.**

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[lunchbox's solution](#)

**1399.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[lunchbox's solution](#)

**1400.**

1602E

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

Rating: 2300 · first AC: 2021-11-02 · last AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[lunchbox's solution](#)

**1401.**

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[lunchbox's solution](#)

**1402.**

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[lunchbox's solution](#)

**1403.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[lunchbox's solution](#)

**1404.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[lunchbox's solution](#)

### 1405.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[lunchbox's solution](#)

### 1406.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[lunchbox's solution](#)

### 1407.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-05 · last AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[lunchbox's solution](#)

### 1408.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2021-07-30 · last AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, fft, math

[lunchbox's solution](#)

### 1409.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[lunchbox's solution](#)

### 1410.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[lunchbox's solution](#)

### 1411.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2021-07-14 · last AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities, sortings

[lunchbox's solution](#)

### 1412.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[lunchbox's solution](#)

### 1413.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · last AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[lunchbox's solution](#)

### 1414.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry,

interactive, math

[lunchbox's solution](#)

**1415.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2025-08-09 · last AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[lunchbox's solution](#)

**1416.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[lunchbox's solution](#)

**1417.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[lunchbox's solution](#)

**1418.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[lunchbox's solution](#)

**1419.**

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings

[lunchbox's solution](#)

**1420.**

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[lunchbox's solution](#)

**1421.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[lunchbox's solution](#)

**1422.**

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[lunchbox's solution](#)

**1423.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1424.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[lunchbox's solution](#)

**1425.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[lunchbox's solution](#)

**1426.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[lunchbox's solution](#)

**1427.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[lunchbox's solution](#)

**1428.**

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[lunchbox's solution](#)

**1429.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · last AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[lunchbox's solution](#)

**1430.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[lunchbox's solution](#)

**1431.**

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[lunchbox's solution](#)

**1432.**

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[lunchbox's solution](#)

**1433.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[lunchbox's solution](#)

**1434.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[lunchbox's solution](#)

**1435.**

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-09-11 · last AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[lunchbox's solution](#)

**1436.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[lunchbox's solution](#)

**1437.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[lunchbox's solution](#)

**1438.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-09-08 · last AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[lunchbox's solution](#)

**1439.**

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices

[lunchbox's solution](#)

**1440.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[lunchbox's solution](#)

**1441.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[lunchbox's solution](#)

**1442.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[lunchbox's solution](#)

**1443.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[lunchbox's solution](#)

**1444.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data

structures, divide and conquer, math, number theory

[lunchbox's solution](#)

**1445.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[lunchbox's solution](#)

**1446.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[lunchbox's solution](#)

**1447.**

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, sortings

[lunchbox's solution](#)

**1448.**

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,785 global accepts · Rating: 2400 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lunchbox's solution](#)

**1449.**

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, hashing, implementation

[lunchbox's solution](#)

**1450.**

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, number theory

[lunchbox's solution](#)

**1451.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[lunchbox's solution](#)

**1452.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[lunchbox's solution](#)

**1453.**

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[lunchbox's solution](#)

**1454.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[lunchbox's solution](#)

**1455.**

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[lunchbox's solution](#)

**1456.**

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dsu, string suffix structures, strings

[lunchbox's solution](#)

**1457.**

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: strings

[lunchbox's solution](#)

**1458.**

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[lunchbox's solution](#)

**1459.**

1210D

[Konrad and Company Evaluation](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[lunchbox's solution](#)

**1460.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[lunchbox's solution](#)

**1461.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[lunchbox's solution](#)

**1462.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[lunchbox's solution](#)

**1463.**

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[lunchbox's solution](#)

**1464.**

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[lunchbox's solution](#)

**1465.**

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[lunchbox's solution](#)

**1466.**

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[lunchbox's solution](#)

**1467.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[lunchbox's solution](#)

**1468.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[lunchbox's solution](#)

**1469.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[lunchbox's solution](#)

**1470.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[lunchbox's solution](#)

**1471.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[lunchbox's solution](#)

**1472.**

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[lunchbox's solution](#)

**1473.**

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[lunchbox's solution](#)

**1474.**

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · last AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[lunchbox's solution](#)

**1475.**

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2023-01-22 · last AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[lunchbox's solution](#)

**1476.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[lunchbox's solution](#)

**1477.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[lunchbox's solution](#)

**1478.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[lunchbox's solution](#)

**1479.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[lunchbox's solution](#)

**1480.**

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-24 · last AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[lunchbox's solution](#)

**1481.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[lunchbox's solution](#)

**1482.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[lunchbox's solution](#)

**1483.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[lunchbox's solution](#)

**1484.**

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs  
[lunchbox's solution](#)

**1485.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[lunchbox's solution](#)

**1486.**

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: \*special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers  
[lunchbox's solution](#)

**1487.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[lunchbox's solution](#)

**1488.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees  
[lunchbox's solution](#)

**1489.**

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, trees  
[lunchbox's solution](#)

**1490.**

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2022-05-09 · last AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: flows, trees  
[lunchbox's solution](#)

**1491.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-04-16 · last AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer  
[lunchbox's solution](#)

**1492.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math  
[lunchbox's solution](#)

**1493.**

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-04-03 · last AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory  
[lunchbox's solution](#)

**1494.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math  
[lunchbox's solution](#)

**1495.**

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[lunchbox's solution](#)

**1496.**

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2021-12-31 · last AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[lunchbox's solution](#)

**1497.**

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[lunchbox's solution](#)

**1498.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[lunchbox's solution](#)

**1499.**

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[lunchbox's solution](#)

**1500.**

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2021-12-25 · last AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[lunchbox's solution](#)

**1501.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[lunchbox's solution](#)

**1502.**

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, hashing

[lunchbox's solution](#)

**1503.**

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[lunchbox's solution](#)

**1504.**

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[lunchbox's solution](#)

**1505.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[lunchbox's solution](#)

**1506.**

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[lunchbox's solution](#)

**1507.**

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[lunchbox's solution](#)

**1508.**

1582F2

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[lunchbox's solution](#)

**1509.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2021-07-15 · last AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[lunchbox's solution](#)

**1510.**

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[lunchbox's solution](#)

**1511.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2021-07-07 · last AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lunchbox's solution](#)

**1512.**

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-07-02 · last AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[lunchbox's solution](#)

**1513.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[lunchbox's solution](#)

**1514.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[lunchbox's solution](#)

**1515.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings  
[lunchbox's solution](#)

**1516.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy  
[lunchbox's solution](#)

**1517.**

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,022 global accepts · Rating: 2500 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers  
[lunchbox's solution](#)

**1518.**

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings  
[lunchbox's solution](#)

**1519.**

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs  
[lunchbox's solution](#)

**1520.**

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[lunchbox's solution](#)

**1521.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[lunchbox's solution](#)

**1522.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers  
[lunchbox's solution](#)

**1523.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[lunchbox's solution](#)

**1524.**

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[lunchbox's solution](#)

**1525.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities  
[lunchbox's solution](#)

**1526.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp  
[lunchbox's solution](#)

**1527.**

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[lunchbox's solution](#)

**1528.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths  
[lunchbox's solution](#)

**1529.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[lunchbox's solution](#)

**1530.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees  
[lunchbox's solution](#)

**1531.**

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy  
[lunchbox's solution](#)

**1532.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers  
[lunchbox's solution](#)

**1533.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities  
[lunchbox's solution](#)

**1534.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees  
[lunchbox's solution](#)

**1535.**

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp  
[lunchbox's solution](#)

**1536.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
[lunchbox's solution](#)

**1537.**

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings  
[lunchbox's solution](#)

**1538.**

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers  
[lunchbox's solution](#)

**1539.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees  
[lunchbox's solution](#)

**1540.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-08-14 · last AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search  
[lunchbox's solution](#)

**1541.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math  
[lunchbox's solution](#)

**1542.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[lunchbox's solution](#)

**1543.**

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, math, sortings  
[lunchbox's solution](#)

**1544.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[lunchbox's solution](#)

**1545.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings  
[lunchbox's solution](#)

**1546.**

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · last AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings  
[lunchbox's solution](#)

**1547.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees  
[lunchbox's solution](#)

**1548.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math  
[lunchbox's solution](#)

**1549.**

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, number theory  
[lunchbox's solution](#)

**1550.**

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices  
[lunchbox's solution](#)

**1551.**

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, probabilities  
[lunchbox's solution](#)

**1552.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory  
[lunchbox's solution](#)

**1553.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation, interactive  
[lunchbox's solution](#)

**1554.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[lunchbox's solution](#)

**1555.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[lunchbox's solution](#)

**1556.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[lunchbox's solution](#)

**1557.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[lunchbox's solution](#)

**1558.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[lunchbox's solution](#)

**1559.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[lunchbox's solution](#)

**1560.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[lunchbox's solution](#)

**1561.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[lunchbox's solution](#)

**1562.**

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[lunchbox's solution](#)

**1563.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[lunchbox's solution](#)

**1564.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[lunchbox's solution](#)

**1565.**

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[lunchbox's solution](#)

**1566.**

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings

[lunchbox's solution](#)

**1567.**

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2022-12-17 · last AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[lunchbox's solution](#)

**1568.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-11 · last AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[lunchbox's solution](#)

**1569.**

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[lunchbox's solution](#)

**1570.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[lunchbox's solution](#)

**1571.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[lunchbox's solution](#)

**1572.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[lunchbox's solution](#)

**1573.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · last AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[lunchbox's solution](#)

**1574.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · last AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[lunchbox's solution](#)

**1575.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-05-29 · last AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[lunchbox's solution](#)

**1576.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[lunchbox's solution](#)

**1577.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[lunchbox's solution](#)

**1578.**

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[lunchbox's solution](#)

**1579.**

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lunchbox's solution](#)

**1580.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2021-05-14 · last AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[lunchbox's solution](#)

**1581.**

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-25 · last AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy

[lunchbox's solution](#)

**1582.**

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[lunchbox's solution](#)

**1583.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[lunchbox's solution](#)

**1584.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[lunchbox's solution](#)

### 1585.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation

[lunchbox's solution](#)

### 1586.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: games

[lunchbox's solution](#)

### 1587.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[lunchbox's solution](#)

### 1588.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[lunchbox's solution](#)

### 1589.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, number theory

[lunchbox's solution](#)

### 1590.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lunchbox's solution](#)

### 1591.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[lunchbox's solution](#)

### 1592.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[lunchbox's solution](#)

### 1593.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-15 · last AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[lunchbox's solution](#)

### 1594.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lunchbox's solution](#)

**1595.**

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[lunchbox's solution](#)

**1596.**

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: data structures, dp

[lunchbox's solution](#)

**1597.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, number theory

[lunchbox's solution](#)

**1598.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[lunchbox's solution](#)

**1599.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[lunchbox's solution](#)

**1600.**

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[lunchbox's solution](#)

**1601.**

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[lunchbox's solution](#)

**1602.**

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[lunchbox's solution](#)

**1603.**

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer

[lunchbox's solution](#)

**1604.**

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[lunchbox's solution](#)

**1605.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[lunchbox's solution](#)

**1606.**

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[lunchbox's solution](#)

**1607.**

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[lunchbox's solution](#)

**1608.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[lunchbox's solution](#)

**1609.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[lunchbox's solution](#)

**1610.**

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[lunchbox's solution](#)

**1611.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[lunchbox's solution](#)

**1612.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[lunchbox's solution](#)

**1613.**

1416D

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

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[lunchbox's solution](#)

**1614.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp  
[lunchbox's solution](#)

### 1615.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices  
[lunchbox's solution](#)

### 1616.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths  
[lunchbox's solution](#)

### 1617.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp  
[lunchbox's solution](#)

### 1618.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings  
[lunchbox's solution](#)

### 1619.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees  
[lunchbox's solution](#)

### 1620.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[lunchbox's solution](#)

### 1621.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy  
[lunchbox's solution](#)

### 1622.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[lunchbox's solution](#)

### 1623.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs  
[lunchbox's solution](#)

### 1624.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

interactive, trees

[lunchbox's solution](#)

**1625.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[lunchbox's solution](#)

**1626.**

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[lunchbox's solution](#)

**1627.**

1447F1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[lunchbox's solution](#)

**1628.**

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[lunchbox's solution](#)

**1629.**

1793F

[Rebranding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[lunchbox's solution](#)

**1630.**

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[lunchbox's solution](#)

**1631.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[lunchbox's solution](#)

**1632.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[lunchbox's solution](#)

**1633.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[lunchbox's solution](#)

**1634.**

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities

[lunchbox's solution](#)

**1635.**

963C

[Cutting Rectangle](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[lunchbox's solution](#)

**1636.**

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[lunchbox's solution](#)

**1637.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[lunchbox's solution](#)

**1638.**

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[lunchbox's solution](#)

**1639.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[lunchbox's solution](#)

**1640.**

325C

[Monsters and Diamonds](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2600 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

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**1641.**

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[lunchbox's solution](#)

**1642.**

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[lunchbox's solution](#)

**1643.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[lunchbox's solution](#)

**1644.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[lunchbox's solution](#)

**1645.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2023-07-09 · last AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[lunchbox's solution](#)

**1646.**

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle  
[lunchbox's solution](#)

**1647.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[lunchbox's solution](#)

**1648.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities, trees  
[lunchbox's solution](#)

**1649.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[lunchbox's solution](#)

**1650.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees  
[lunchbox's solution](#)

**1651.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings  
[lunchbox's solution](#)

**1652.**

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[lunchbox's solution](#)

**1653.**

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[lunchbox's solution](#)

**1654.**

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings  
[lunchbox's solution](#)

**1655.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers  
[lunchbox's solution](#)

**1656.**

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math  
[lunchbox's solution](#)

**1657.**

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings  
[lunchbox's solution](#)

**1658.**

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp  
[lunchbox's solution](#)

**1659.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities  
[lunchbox's solution](#)

**1660.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings  
[lunchbox's solution](#)

**1661.**

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp  
[lunchbox's solution](#)

**1662.**

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs  
[lunchbox's solution](#)

**1663.**

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings  
[lunchbox's solution](#)

**1664.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-03-05 · last AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy  
[lunchbox's solution](#)

**1665.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[lunchbox's solution](#)

**1666.**

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2022-07-30 · last AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, expression parsing

[lunchbox's solution](#)

**1667.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[lunchbox's solution](#)

**1668.**

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2022-07-21 · last AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[lunchbox's solution](#)

**1669.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · last AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[lunchbox's solution](#)

**1670.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[lunchbox's solution](#)

**1671.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[lunchbox's solution](#)

**1672.**

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[lunchbox's solution](#)

**1673.**

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-01-28 · last AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[lunchbox's solution](#)

**1674.**

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2022-01-26 · last AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[lunchbox's solution](#)

**1675.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, dsu, graphs, greedy, trees

[lunchbox's solution](#)

**1676.**

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[lunchbox's solution](#)

**1677.**

1440E

[Greedy Shopping](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[lunchbox's solution](#)

**1678.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-08 · last AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[lunchbox's solution](#)

**1679.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[lunchbox's solution](#)

**1680.**

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[lunchbox's solution](#)

**1681.**

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[lunchbox's solution](#)

**1682.**

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[lunchbox's solution](#)

**1683.**

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[lunchbox's solution](#)

**1684.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[lunchbox's solution](#)

**1685.**

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[lunchbox's solution](#)

**1686.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[lunchbox's solution](#)

**1687.**

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[lunchbox's solution](#)

**1688.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[lunchbox's solution](#)

**1689.**

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[lunchbox's solution](#)

**1690.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[lunchbox's solution](#)

**1691.**

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[lunchbox's solution](#)

**1692.**

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[lunchbox's solution](#)

**1693.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[lunchbox's solution](#)

**1694.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[lunchbox's solution](#)

**1695.**

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

dfs and similar, shortest paths, trees

[lunchbox's solution](#)

**1696.**

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[lunchbox's solution](#)

**1697.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[lunchbox's solution](#)

**1698.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-09-08 · last AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[lunchbox's solution](#)

**1699.**

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[lunchbox's solution](#)

**1700.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[lunchbox's solution](#)

**1701.**

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp

[lunchbox's solution](#)

**1702.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[lunchbox's solution](#)

**1703.**

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[lunchbox's solution](#)

**1704.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dsu

[lunchbox's solution](#)

**1705.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms,

interactive

[lunchbox's solution](#)

**1706.**

995F

[Cowmpny Cowmpensation](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2700 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[lunchbox's solution](#)

**1707.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[lunchbox's solution](#)

**1708.**

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[lunchbox's solution](#)

**1709.**

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[lunchbox's solution](#)

**1710.**

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[lunchbox's solution](#)

**1711.**

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[lunchbox's solution](#)

**1712.**

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs

[lunchbox's solution](#)

**1713.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[lunchbox's solution](#)

**1714.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[lunchbox's solution](#)

**1715.**

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2023-07-13 · last AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[lunchbox's solution](#)

**1716.**

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, math, matrices

[lunchbox's solution](#)

**1717.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[lunchbox's solution](#)

**1718.**

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[lunchbox's solution](#)

**1719.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · last AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[lunchbox's solution](#)

**1720.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[lunchbox's solution](#)

**1721.**

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[lunchbox's solution](#)

**1722.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[lunchbox's solution](#)

**1723.**

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-25 · last AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[lunchbox's solution](#)

**1724.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2021-05-22 · last AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities, trees

[lunchbox's solution](#)

**1725.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[lunchbox's solution](#)

**1726.**

932F

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

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[lunchbox's solution](#)

**1727.**

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[lunchbox's solution](#)

**1728.**

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, math, probabilities

[lunchbox's solution](#)

**1729.**

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-03-07 · last AC: 2022-03-07 · GNU C11 (first AC) · Tags: combinatorics, dp

[lunchbox's solution](#)

**1730.**

1602F

[Difficult Mountain](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-11-02 · last AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[lunchbox's solution](#)

**1731.**

1573E

[Paint](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[lunchbox's solution](#)

**1732.**

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[lunchbox's solution](#)

**1733.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[lunchbox's solution](#)

**1734.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[lunchbox's solution](#)

**1735.**

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[lunchbox's solution](#)

**1736.**

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[lunchbox's solution](#)

**1737.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[lunchbox's solution](#)

**1738.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[lunchbox's solution](#)

**1739.**

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[lunchbox's solution](#)

**1740.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[lunchbox's solution](#)

**1741.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[lunchbox's solution](#)

**1742.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[lunchbox's solution](#)

**1743.**

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[lunchbox's solution](#)

**1744.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[lunchbox's solution](#)

**1745.**

1279F

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

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[lunchbox's solution](#)

### 1746.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings, trees

[lunchbox's solution](#)

### 1747.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[lunchbox's solution](#)

### 1748.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[lunchbox's solution](#)

### 1749.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[lunchbox's solution](#)

### 1750.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,917 global accepts · Rating: 2800 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[lunchbox's solution](#)

### 1751.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory

[lunchbox's solution](#)

### 1752.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-14 · last AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[lunchbox's solution](#)

### 1753.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[lunchbox's solution](#)

### 1754.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[lunchbox's solution](#)

### 1755.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer  
[lunchbox's solution](#)

### 1756.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer  
[lunchbox's solution](#)

### 1757.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees  
[lunchbox's solution](#)

### 1758.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[lunchbox's solution](#)

### 1759.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math, number theory  
[lunchbox's solution](#)

### 1760.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities  
[lunchbox's solution](#)

### 1761.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees  
[lunchbox's solution](#)

### 1762.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2022-07-30 · last AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy  
[lunchbox's solution](#)

### 1763.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[lunchbox's solution](#)

### 1764.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees  
[lunchbox's solution](#)

### 1765.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, shortest paths

[lunchbox's solution](#)

**1766.**

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, shortest paths

[lunchbox's solution](#)

**1767.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, implementation

[lunchbox's solution](#)

**1768.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[lunchbox's solution](#)

**1769.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[lunchbox's solution](#)

**1770.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[lunchbox's solution](#)

**1771.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2021-05-26 · last AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[lunchbox's solution](#)

**1772.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[lunchbox's solution](#)

**1773.**

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[lunchbox's solution](#)

**1774.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[lunchbox's solution](#)

**1775.**

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[lunchbox's solution](#)

**1776.**

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[lunchbox's solution](#)

**1777.**

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[lunchbox's solution](#)

**1778.**

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[lunchbox's solution](#)

**1779.**

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[lunchbox's solution](#)

**1780.**

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lunchbox's solution](#)

**1781.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[lunchbox's solution](#)

**1782.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[lunchbox's solution](#)

**1783.**

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[lunchbox's solution](#)

**1784.**

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[lunchbox's solution](#)

**1785.**

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

geometry, implementation, math, sortings

[lunchbox's solution](#)

**1786.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[lunchbox's solution](#)

**1787.**

1084F

[Max Mex](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[lunchbox's solution](#)

**1788.**

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[lunchbox's solution](#)

**1789.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[lunchbox's solution](#)

**1790.**

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[lunchbox's solution](#)

**1791.**

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: strings, trees

[lunchbox's solution](#)

**1792.**

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[lunchbox's solution](#)

**1793.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[lunchbox's solution](#)

**1794.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[lunchbox's solution](#)

**1795.**

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[lunchbox's solution](#)

**1796.**

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[lunchbox's solution](#)

**1797.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities  
[lunchbox's solution](#)

**1798.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory  
[lunchbox's solution](#)

**1799.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-08-03 · last AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows  
[lunchbox's solution](#)

**1800.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy  
[lunchbox's solution](#)

**1801.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees  
[lunchbox's solution](#)

**1802.**

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lunchbox's solution](#)

**1803.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2022-04-04 · last AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory  
[lunchbox's solution](#)

**1804.**

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[lunchbox's solution](#)

**1805.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory  
[lunchbox's solution](#)

**1806.**

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees  
[lunchbox's solution](#)

**1807.**

2120G

[Eulerian Line Graph](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math  
[lunchbox's solution](#)

**1808.**

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[lunchbox's solution](#)

**1809.**

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[lunchbox's solution](#)

**1810.**

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[lunchbox's solution](#)

**1811.**

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[lunchbox's solution](#)

**1812.**

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-09-09 · last AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[lunchbox's solution](#)

**1813.**

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[lunchbox's solution](#)

**1814.**

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[lunchbox's solution](#)

**1815.**

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-27 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[lunchbox's solution](#)

**1816.**

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[lunchbox's solution](#)

**1817.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[lunchbox's solution](#)

**1818.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[lunchbox's solution](#)

**1819.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[lunchbox's solution](#)

**1820.**

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, trees

[lunchbox's solution](#)

**1821.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[lunchbox's solution](#)

**1822.**

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[lunchbox's solution](#)

**1823.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[lunchbox's solution](#)

**1824.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[lunchbox's solution](#)

**1825.**

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[lunchbox's solution](#)

**1826.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[lunchbox's solution](#)

**1827.**

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[lunchbox's solution](#)

**1828.**

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees

[lunchbox's solution](#)

**1829.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[lunchbox's solution](#)

**1830.**

1447F2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Rating: 3000 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[lunchbox's solution](#)

**1831.**

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[lunchbox's solution](#)

**1832.**

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[lunchbox's solution](#)

**1833.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[lunchbox's solution](#)

**1834.**

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[lunchbox's solution](#)

**1835.**

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lunchbox's solution](#)

**1836.**

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[lunchbox's solution](#)

**1837.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2022-06-27 · last AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings  
[lunchbox's solution](#)

**1838.**

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[lunchbox's solution](#)

**1839.**

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs  
[lunchbox's solution](#)

**1840.**

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings  
[lunchbox's solution](#)

**1841.**

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths  
[lunchbox's solution](#)

**1842.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices  
[lunchbox's solution](#)

**1843.**

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees  
[lunchbox's solution](#)

**1844.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-03-04 · last AC: 2024-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees  
[lunchbox's solution](#)

**1845.**

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees  
[lunchbox's solution](#)

**1846.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[lunchbox's solution](#)

**1847.**

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[lunchbox's solution](#)

**1848.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[lunchbox's solution](#)

**1849.**

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[lunchbox's solution](#)

**1850.**

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, games

[lunchbox's solution](#)

**1851.**

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[lunchbox's solution](#)

**1852.**

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[lunchbox's solution](#)

**1853.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[lunchbox's solution](#)

**1854.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[lunchbox's solution](#)

**1855.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[lunchbox's solution](#)

**1856.**

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[lunchbox's solution](#)

**1857.**

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lunchbox's solution](#)

**1858.**

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lunchbox's solution](#)

**1859.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[lunchbox's solution](#)

**1860.**

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[lunchbox's solution](#)

**1861.**

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[lunchbox's solution](#)

**1862.**

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 256 global accepts · Rating: 3200 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[lunchbox's solution](#)

**1863.**

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[lunchbox's solution](#)

**1864.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[lunchbox's solution](#)

**1865.**

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[lunchbox's solution](#)

**1866.**

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-09-12 · last AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[lunchbox's solution](#)

**1867.**

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, interactive

[lunchbox's solution](#)

**1868.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, interactive

[lunchbox's solution](#)

**1869.**

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[lunchbox's solution](#)

**1870.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[lunchbox's solution](#)

**1871.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lunchbox's solution](#)

**1872.**

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[lunchbox's solution](#)

**1873.**

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[lunchbox's solution](#)

**1874.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: games, graphs

[lunchbox's solution](#)

**1875.**

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: games

[lunchbox's solution](#)

**1876.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[lunchbox's solution](#)

**1877.**

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings  
[lunchbox's solution](#)

**1878.**

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing  
[lunchbox's solution](#)

**1879.**

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy  
[lunchbox's solution](#)

**1880.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[lunchbox's solution](#)

**1881.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures  
[lunchbox's solution](#)

**1882.**

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[lunchbox's solution](#)

**1883.**

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp  
[lunchbox's solution](#)

**1884.**

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs  
[lunchbox's solution](#)

**1885.**

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, geometry, math  
[lunchbox's solution](#)

**1886.**

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[lunchbox's solution](#)

**1887.**

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[lunchbox's solution](#)

**1888.**

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2022-05-29 · last AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[lunchbox's solution](#)

**1889.**

1666A

[Admissible Map](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**1890.**

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-09-04 · last AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, probabilities

[lunchbox's solution](#)

**1891.**

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[lunchbox's solution](#)

**1892.**

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, two pointers

[lunchbox's solution](#)

**1893.**

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[lunchbox's solution](#)

**1894.**

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, greedy

[lunchbox's solution](#)

**1895.**

1482H

[Exam](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 3400 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, trees

[lunchbox's solution](#)

**1896.**

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[lunchbox's solution](#)

**1897.**

757G

[Can Bash Save the Day? · Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[lunchbox's solution](#)

**1898.**

2084G2

[Wish Upon a Satellite \(Hard Version\) · Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[lunchbox's solution](#)

**1899.**

1994H

[Fortnite · Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[lunchbox's solution](#)

**1900.**

1916G

[Optimizations From Chelsu · Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory, trees

[lunchbox's solution](#)

**1901.**

1336F

[Journey · Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[lunchbox's solution](#)

**1902.**

1034D

[Intervals of Intervals · Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[lunchbox's solution](#)

**1903.**

1305G

[Kuroni and Antihype · Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[lunchbox's solution](#)

**1904.**

1707E

[Replace · Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-07-16 · last AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[lunchbox's solution](#)

**1905.**

1666H

[Heroes of Might · Tutorial](#)

Quality: 86 global accepts · Rating: 3500 · first AC: 2022-04-30 · last AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[lunchbox's solution](#)

**1906.**

1264F

[Beautiful Fibonacci Problem · Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2021-04-24 · Python 3 (first AC) · Tags: constructive algorithms, number theory

[lunchbox's solution](#)

**1907.**

104935E

[Connecting Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lunchbox's solution](#)

**1908.**

104935F

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

Rating: — · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lunchbox's solution](#)

**1909.**

104935C

[Tromino Packing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lunchbox's solution](#)

**1910.**

102341G

[Gurdurr](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lunchbox's solution](#)

**1911.**

102341H

[Hypno](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lunchbox's solution](#)

**1912.**

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lunchbox's solution](#)

**1913.**

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lunchbox's solution](#)

**1914.**

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lunchbox's solution](#)

**1915.**

104656B1

[Pottery Lottery B1](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lunchbox's solution](#)

**1916.**

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lunchbox's solution](#)

**1917.**

100520E

[Elegant Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1918.**

100520G

[Genome of English Literature](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1919.**

104542F

[Interesting String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1920.**

104542E

[Interesting Alternating Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1921.**

104542D

[Interesting Snake Queue](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1922.**

104542C

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

Rating: — · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1923.**

104542B

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

Rating: — · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1924.**

104542A

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

Rating: — · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1925.**

100490D

[Duel](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1926.**

100490E

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

Rating: — · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1927.**

104523B

[Panda-monium](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1928.**

104523D

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

Rating: — · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1929.**

104523F

[Vacation II](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1930.**

104511I

[Love at Cafe Liebe \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1931.**

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · last AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1932.**

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1933.**

104369G

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

Rating: — · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1934.**

104417F

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

Rating: — · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1935.**

104417C

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1936.**

104160G

[Meet in the Middle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1937.**

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1938.**

100363A

[Aviation Reform](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1939.**

100402B

[Minimal Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · last AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1940.**

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1941.**

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1942.**

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1943.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1944.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1945.**

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1946.**

103438B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1947.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1948.**

103438A

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

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1949.**

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1950.**

104287P

[In Another World With My Range Query Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · last AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**1951.**

104287F

[Greatest Common Mutiple](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**1952.**

104287D

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

Rating: — · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**1953.**

104287C

[No Sweep](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**1954.**

104287B

[Mountain Climbing Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**1955.**

104287A

[Are you busy?](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**1956.**

104287E

[Cyclic Shifts](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · last AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**1957.**

104287R

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**1958.**

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, constructive algorithms, math, number theory

[lunchbox's solution](#)

**1959.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, expression parsing, strings

[lunchbox's solution](#)

**1960.**

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1961.**

104236H

[Environmental Policy](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · last AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1962.**

104071C

[Tutorial](#)

Rating: — · first AC: 2022-12-04 · last AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1963.**

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1964.**

104128I

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

Rating: — · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1965.**

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1966.**

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1967.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1968.**

102787E

[Sneetches and Speeches 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1969.**

102787Y

[Sneetches and Speeches 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1970.**

102787C

[Sneetches and Speeches 3](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1971.**

102787B

[Pear Treap](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1972.**

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · last AC: 2023-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1973.**

104077I

[Square Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1974.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1975.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1976.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1977.**

104090B

[Useful Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1978.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1979.**

104071D

[kOjia](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · last AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1980.**

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1981.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1982.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1983.**

104053B

[Ayano and sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · last AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1984.**

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1985.**

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1986.**

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1987.**

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1988.**

103371M

[Yet Another Range Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · last AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1989.**

104071A

[y1](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1990.**

103886O

[Vista \(Cereal Mountains II\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1991.**

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · last AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1992.**

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · last AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1993.**

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1994.**

103860B

[Shuttle Bus](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1995.**

104065B

[Call Me Call Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · last AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1996.**

104065L

[Por Una Cabeza](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1997.**

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · last AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1998.**

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · last AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**1999.**

104065M

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

Rating: — · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**2000.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**2001.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**2002.**

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**2003.**

103698G

[Palinomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · last AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**2004.**

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**2005.**

103870Q

[Food Poisoning](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

## 2006.

102078B

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · last AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

## 2007.

102078A

[Pictionary](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

## 2008.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

## 2009.

103870N

[Schemy](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · last AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

## 2010.

103870R

[Rock Paper Scissors \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · last AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

## 2011.

103870L

[Quantum Schmovements](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · last AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

## 2012.

103870M

[Driving](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

## 2013.

103870K

[Rock Paper Scissors \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

## 2014.

103870O

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

## 2015.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · last AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

## 2016.

103055E

[Specially Super Rare](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**2017.**

102341F

[Flaaffy](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**2018.**

102341I

[Infernape](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · last AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**2019.**

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**2020.**

102759C

[Economic One-way Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-30 · last AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**2021.**

102759A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**2022.**

102956F

[Border Similarity Undertaking](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · last AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**2023.**

102056B

[Mysterious ... Host](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**2024.**

100551E

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

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**2025.**

101889L

[Linearville](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · last AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**2026.**

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: \*special

[lunchbox's solution](#)

**2027.**

102860H

[Perfect Round Dance](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**2028.**

101620D

[Donut Drone](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**2029.**

100551D

[Bridges: The Final Battle](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**2030.**

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-17 · last AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[lunchbox's solution](#)

**2031.**

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**2032.**

103329F

[The Struggle](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-19 · last AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[lunchbox's solution](#)

**2033.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

**2034.**

102873B

[Rabbit Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

**2035.**

102873F

[Game on Grid](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

**2036.**

102873E

[Count Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

**2037.**

102873D

[Sanda's Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

**2038.**

102873C

[Similar Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2039.

102873A

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

Rating: — · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2040.

102939A

[Imitation Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2041.

102939F

[Factory Batching](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2042.

102939E

[Decryption Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2043.

102939D

[Robot Toss](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2044.

102939C

[Robot Snowman](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2045.

102939B

[Pathfinder](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2046.

102948E

[Food Allocation I](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2047.

102948D

[Firewood](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2048.

102948C

[White Fang](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2049.

102948B

[Rapid Jaguar](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2050.

102948A

[Spiciest Sneak](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2051.

102942E

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2052.

102942F

[Offer](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2053.

102942D

[XOR Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2054.

102942C

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2055.

102942B

[Make All Odd](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2056.

102942A

[Directional Move](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: —

[lunchbox's solution](#)

### 2057.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: \*special, math, number theory

[lunchbox's solution](#)

### 2058.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation

[lunchbox's solution](#)

### 2059.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: \*special

[lunchbox's solution](#)

### 2060.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation

[lunchbox's solution](#)