

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

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### Unique solved — m rd

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Count: 757

1.

2167C

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[m\\_rd's solution](#)
2.

2167B

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Quality: 51,812 global accepts · Rating: 800 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[m\\_rd's solution](#)
3.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,075 global accepts · Rating: 800 · first AC: 2026-03-28 · last AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[m\\_rd's solution](#)
4.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,697 global accepts · Rating: 800 · first AC: 2026-03-28 · last AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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5.

1998A

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6.

1993A

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Quality: 33,167 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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7.

1997A

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Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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8.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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9.

1995A

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Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-07-23 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[m\\_rd's solution](#)

**10.**

1994A

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Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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**11.**

1977A

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Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: math

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**12.**

1923A

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Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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**13.**

1925A

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**14.**

1922A

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**15.**

1920A

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**16.**

1916A

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**17.**

1811A

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**18.**

1806A

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Quality: 43,448 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

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**19.**

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**20.**

1786A1

[Non-alternating Deck \(easy version\) · Tutorial](#)

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**21.**

1778A

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**22.**

1787A

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Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
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**23.**

1780A

[Hayato and School! · Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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**24.**

1792A

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**25.**

1763A

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**26.**

1774A

[Add Plus Minus Sign · Tutorial](#)

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**27.**

1767B

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Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
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**28.**

1767A

[Cut the Triangle · Tutorial](#)

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**29.**

1762A

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Quality: 20,588 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
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**30.**

1766A

[Extremely Round · Tutorial](#)

Quality: 45,998 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
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**31.**

1773F

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Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
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**32.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,593 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms  
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**33.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: math  
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**34.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
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**35.**

1748A

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

Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: math  
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**36.**

1750B

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**37.**

1750A

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**38.**

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings  
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**39.**

1740A

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Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
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**40.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**41.**

1754A

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Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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- 42.**  
1749A  
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Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
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- 43.**  
1743B  
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Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
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- 44.**  
1743A  
[Password](#) · [Tutorial](#)  
Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math  
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- 45.**  
1746B  
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Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers  
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- 46.**  
1746A  
[Maxmina](#) · [Tutorial](#)  
Quality: 21,065 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
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- 47.**  
615A  
[Bulbs](#) · [Tutorial](#)  
Quality: 19,750 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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- 48.**  
1736A  
[Make A Equal to B](#) · [Tutorial](#)  
Quality: 24,153 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
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- 49.**  
898A  
[Rounding](#) · [Tutorial](#)  
Quality: 17,580 global accepts · Rating: 800 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
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- 50.**  
1735A  
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Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
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- 51.**  
1738A  
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- 52.**  
1730A  
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Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

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**53.**

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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**54.**

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

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**55.**

1733A

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**56.**

1725A

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Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: math

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**57.**

1728B

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

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**58.**

1728A

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**59.**

1400A

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**60.**

954A

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**61.**

1717A

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Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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**62.**

1241A

[CME](#) · [Tutorial](#)

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**63.**

1392B

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**64.**

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**65.**

1285A

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Quality: 29,889 global accepts · Rating: 800 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: math

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**66.**

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

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**67.**

1720B

[Interesting Sum](#) · [Tutorial](#)

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

[m\\_rd's solution](#)

**68.**

1715A

[Crossmarket](#) · [Tutorial](#)

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

[m\\_rd's solution](#)

**69.**

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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**70.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: games, math

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**71.**

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[m\\_rd's solution](#)

**72.**

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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**73.**

1713A

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

Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation

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**74.**

1716B

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Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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**75.**

1716A

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Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**76.**

1704A

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

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**77.**

1487A

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**78.**

1706A

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**79.**

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**80.**

1705A

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

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
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**81.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[m\\_rd's solution](#)

**82.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**83.**

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings  
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**84.**

1699A

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

Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[m\\_rd's solution](#)

**85.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[m\\_rd's solution](#)

**86.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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**87.**

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

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**88.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**89.**

1697A

[Parkway Walk](#) · [Tutorial](#)

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**90.**

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**91.**

1680A

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

Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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**92.**

1658B

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

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

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**93.**

1658A

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

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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**94.**

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

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**95.**

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

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**96.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math  
[m\\_rd's solution](#)

**97.**

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
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**98.**

1644B

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Quality: 21,320 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
[m\\_rd's solution](#)

**99.**

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[m\\_rd's solution](#)

**100.**

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[m\\_rd's solution](#)

**101.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[m\\_rd's solution](#)

**102.**

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[m\\_rd's solution](#)

**103.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[m\\_rd's solution](#)

**104.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,542 global accepts · Rating: 800 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math  
[m\\_rd's solution](#)

**105.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation  
[m\\_rd's solution](#)

**106.**

1594A

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

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[m\\_rd's solution](#)

**107.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[m\\_rd's solution](#)

**108.**

1579A

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

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[m\\_rd's solution](#)

**109.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[m\\_rd's solution](#)

**110.**

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[m\\_rd's solution](#)

**111.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[m\\_rd's solution](#)

**112.**

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[m\\_rd's solution](#)

**113.**

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[m\\_rd's solution](#)

**114.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[m\\_rd's solution](#)

**115.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,717 global accepts · Rating: 800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[m\\_rd's solution](#)

**116.**

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[m\\_rd's solution](#)

**117.**

1561A

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

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[m\\_rd's solution](#)

**118.**

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,262 global accepts · Rating: 800 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[m\\_rd's solution](#)

**119.**

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[m\\_rd's solution](#)

**120.**

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[m\\_rd's solution](#)

**121.**

1560A

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

Quality: 73,509 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[m\\_rd's solution](#)

**122.**

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[m\\_rd's solution](#)

**123.**

1335A

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

Quality: 104,788 global accepts · Rating: 800 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[m\\_rd's solution](#)

**124.**

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[m\\_rd's solution](#)

**125.**

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,296 global accepts · Rating: 800 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[m\\_rd's solution](#)

**126.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[m\\_rd's solution](#)

**127.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 800 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[m\\_rd's solution](#)

**128.**

1549B

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

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph

matchings, graphs, greedy, implementation

[m\\_rd's solution](#)

**129.**

1549A

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

Quality: 35,563 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[m\\_rd's solution](#)

**130.**

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,977 global accepts · Rating: 900 · first AC: 2026-03-28 · last AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[m\\_rd's solution](#)

**131.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,861 global accepts · Rating: 900 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[m\\_rd's solution](#)

**132.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[m\\_rd's solution](#)

**133.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[m\\_rd's solution](#)

**134.**

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[m\\_rd's solution](#)

**135.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,581 global accepts · Rating: 900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[m\\_rd's solution](#)

**136.**

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[m\\_rd's solution](#)

**137.**

1735B

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

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[m\\_rd's solution](#)

**138.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[m\\_rd's solution](#)

**139.**

1726A

[Mainak and Array](#) · Tutorial

Quality: 36,541 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[m\\_rd's solution](#)

**140.**

1267B

[Balls of Buma](#) · Tutorial

Quality: 4,538 global accepts · Rating: 900 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**141.**

1247A

[Forgetting Things](#) · Tutorial

Rating: 900 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: math  
[m\\_rd's solution](#)

**142.**

1471A

[Strange Partition](#) · Tutorial

Quality: 38,203 global accepts · Rating: 900 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[m\\_rd's solution](#)

**143.**

1720A

[Burenka Plays with Fractions](#) · Tutorial

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[m\\_rd's solution](#)

**144.**

1705B

[Mark the Dust Sweeper](#) · Tutorial

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[m\\_rd's solution](#)

**145.**

1699B

[Almost Ternary Matrix](#) · Tutorial

Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices  
[m\\_rd's solution](#)

**146.**

1696B

[NIT Destroys the Universe](#) · Tutorial

Quality: 36,318 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[m\\_rd's solution](#)

**147.**

1697B

[Promo](#) · Tutorial

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[m\\_rd's solution](#)

**148.**

1679A

[AvtoBus](#) · Tutorial

Quality: 40,166 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory  
[m\\_rd's solution](#)

**149.**

1642B

[Power Walking](#) · Tutorial

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[m\\_rd's solution](#)

**150.**

1582B

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

Quality: 33,361 global accepts · Rating: 900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[m\\_rd's solution](#)

**151.**

1593B

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

Quality: 40,642 global accepts · Rating: 900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[m\\_rd's solution](#)

**152.**

1559B

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

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

[m\\_rd's solution](#)

**153.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,580 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[m\\_rd's solution](#)

**154.**

1335B

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

Quality: 42,598 global accepts · Rating: 900 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[m\\_rd's solution](#)

**155.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[m\\_rd's solution](#)

**156.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[m\\_rd's solution](#)

**157.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2021-08-05 · last AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[m\\_rd's solution](#)

**158.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[m\\_rd's solution](#)

**159.**

2167D

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

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[m\\_rd's solution](#)

**160.**

1998B

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

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[m\\_rd's solution](#)

### 161.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[m\\_rd's solution](#)

### 162.

1786C

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

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

[m\\_rd's solution](#)

### 163.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[m\\_rd's solution](#)

### 164.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[m\\_rd's solution](#)

### 165.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[m\\_rd's solution](#)

### 166.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,882 global accepts · Rating: 1000 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[m\\_rd's solution](#)

### 167.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[m\\_rd's solution](#)

### 168.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[m\\_rd's solution](#)

### 169.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[m\\_rd's solution](#)

### 170.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[m\\_rd's solution](#)

**171.**

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[m\\_rd's solution](#)

**172.**

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,265 global accepts · Rating: 1000 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings  
[m\\_rd's solution](#)

**173.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,843 global accepts · Rating: 1000 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math  
[m\\_rd's solution](#)

**174.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**175.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[m\\_rd's solution](#)

**176.**

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[m\\_rd's solution](#)

**177.**

1241B

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

Rating: 1000 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings  
[m\\_rd's solution](#)

**178.**

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[m\\_rd's solution](#)

**179.**

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  
[m\\_rd's solution](#)

**180.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,603 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[m\\_rd's solution](#)

**181.**

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings  
[m\\_rd's solution](#)

**182.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,913 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[m\\_rd's solution](#)

**183.**

1362A

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

Quality: 34,078 global accepts · Rating: 1000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[m\\_rd's solution](#)

**184.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[m\\_rd's solution](#)

**185.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[m\\_rd's solution](#)

**186.**

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[m\\_rd's solution](#)

**187.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: math  
[m\\_rd's solution](#)

**188.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[m\\_rd's solution](#)

**189.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[m\\_rd's solution](#)

**190.**

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[m\\_rd's solution](#)

**191.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,932 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy  
[m\\_rd's solution](#)

**192.**

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[m\\_rd's solution](#)

**193.**

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[m\\_rd's solution](#)

**194.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-03-28 · last AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[m\\_rd's solution](#)

**195.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[m\\_rd's solution](#)

**196.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[m\\_rd's solution](#)

**197.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[m\\_rd's solution](#)

**198.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[m\\_rd's solution](#)

**199.**

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · last AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[m\\_rd's solution](#)

**200.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[m\\_rd's solution](#)

**201.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[m\\_rd's solution](#)

**202.**

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[m\\_rd's solution](#)

**203.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,975 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[m\\_rd's solution](#)

**204.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[m\\_rd's solution](#)

**205.**

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[m\\_rd's solution](#)

**206.**

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[m\\_rd's solution](#)

**207.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[m\\_rd's solution](#)

**208.**

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[m\\_rd's solution](#)

**209.**

1717B

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

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

[m\\_rd's solution](#)

**210.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[m\\_rd's solution](#)

**211.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[m\\_rd's solution](#)

**212.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[m\\_rd's solution](#)

**213.**

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,410 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[m\\_rd's solution](#)

**214.**

1656B

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

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers  
[m\\_rd's solution](#)

**215.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[m\\_rd's solution](#)

**216.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,136 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[m\\_rd's solution](#)

**217.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[m\\_rd's solution](#)

**218.**

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math  
[m\\_rd's solution](#)

**219.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[m\\_rd's solution](#)

**220.**

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[m\\_rd's solution](#)

**221.**

1335C

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

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings  
[m\\_rd's solution](#)

**222.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation  
[m\\_rd's solution](#)

**223.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory

[m\\_rd's solution](#)

**224.**

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[m\\_rd's solution](#)

**225.**

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[m\\_rd's solution](#)

**226.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[m\\_rd's solution](#)

**227.**

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[m\\_rd's solution](#)

**228.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[m\\_rd's solution](#)

**229.**

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[m\\_rd's solution](#)

**230.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[m\\_rd's solution](#)

**231.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[m\\_rd's solution](#)

**232.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,255 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[m\\_rd's solution](#)

**233.**

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[m\\_rd's solution](#)

**234.**

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[m\\_rd's solution](#)

**235.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[m\\_rd's solution](#)

**236.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[m\\_rd's solution](#)

**237.**

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[m\\_rd's solution](#)

**238.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[m\\_rd's solution](#)

**239.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[m\\_rd's solution](#)

**240.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,430 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[m\\_rd's solution](#)

**241.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[m\\_rd's solution](#)

**242.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[m\\_rd's solution](#)

**243.**

1635C

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

Quality: 25,129 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[m\\_rd's solution](#)

**244.**

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[m\\_rd's solution](#)

**245.**

1582C

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

Quality: 23,648 global accepts · Rating: 1200 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[m\\_rd's solution](#)

**246.**

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[m\\_rd's solution](#)

**247.**

1598C

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

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[m\\_rd's solution](#)

**248.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,335 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[m\\_rd's solution](#)

**249.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[m\\_rd's solution](#)

**250.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[m\\_rd's solution](#)

**251.**

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[m\\_rd's solution](#)

**252.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,110 global accepts · Rating: 1200 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[m\\_rd's solution](#)

**253.**

1133B

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

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[m\\_rd's solution](#)

**254.**

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[m\\_rd's solution](#)

**255.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[m\\_rd's solution](#)

**256.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[m\\_rd's solution](#)

**257.**

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[m\\_rd's solution](#)

**258.**

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[m\\_rd's solution](#)

**259.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[m\\_rd's solution](#)

**260.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[m\\_rd's solution](#)

**261.**

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[m\\_rd's solution](#)

**262.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[m\\_rd's solution](#)

**263.**

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[m\\_rd's solution](#)

**264.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[m\\_rd's solution](#)

**265.**

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[m\\_rd's solution](#)

**266.**

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[m\\_rd's solution](#)

**267.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[m\\_rd's solution](#)

**268.**

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[m\\_rd's solution](#)

**269.**

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[m\\_rd's solution](#)

**270.**

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[m\\_rd's solution](#)

**271.**

1247B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[m\\_rd's solution](#)

**272.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,827 global accepts · Rating: 1300 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[m\\_rd's solution](#)

**273.**

1471C

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

Rating: 1300 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[m\\_rd's solution](#)

**274.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[m\\_rd's solution](#)

**275.**

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[m\\_rd's solution](#)

**276.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings,

ternary search

[m\\_rd's solution](#)

**277.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[m\\_rd's solution](#)

**278.**

1561B

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

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

[m\\_rd's solution](#)

**279.**

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,414 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[m\\_rd's solution](#)

**280.**

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[m\\_rd's solution](#)

**281.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[m\\_rd's solution](#)

**282.**

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2021-08-05 · last AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[m\\_rd's solution](#)

**283.**

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[m\\_rd's solution](#)

**284.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[m\\_rd's solution](#)

**285.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[m\\_rd's solution](#)

**286.**

1840D

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

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[m\\_rd's solution](#)

**287.**

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[m\\_rd's solution](#)

**288.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[m\\_rd's solution](#)

**289.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[m\\_rd's solution](#)

**290.**

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[m\\_rd's solution](#)

**291.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings  
[m\\_rd's solution](#)

**292.**

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics  
[m\\_rd's solution](#)

**293.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings  
[m\\_rd's solution](#)

**294.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[m\\_rd's solution](#)

**295.**

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings  
[m\\_rd's solution](#)

**296.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[m\\_rd's solution](#)

**297.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1400 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory  
[m\\_rd's solution](#)

**298.**

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  
[m\\_rd's solution](#)

**299.**

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[m\\_rd's solution](#)

**300.**

1706C

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

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation  
[m\\_rd's solution](#)

**301.**

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[m\\_rd's solution](#)

**302.**

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers  
[m\\_rd's solution](#)

**303.**

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 25,998 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[m\\_rd's solution](#)

**304.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math  
[m\\_rd's solution](#)

**305.**

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  
[m\\_rd's solution](#)

**306.**

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers  
[m\\_rd's solution](#)

**307.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[m\\_rd's solution](#)

**308.**

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[m\\_rd's solution](#)

**309.**

1362C

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

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[m\\_rd's solution](#)

**310.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[m\\_rd's solution](#)

**311.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,455 global accepts · Rating: 1400 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[m\\_rd's solution](#)

**312.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[m\\_rd's solution](#)

**313.**

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[m\\_rd's solution](#)

**314.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[m\\_rd's solution](#)

**315.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[m\\_rd's solution](#)

**316.**

1163B1

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

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[m\\_rd's solution](#)

**317.**

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[m\\_rd's solution](#)

**318.**

1999G1

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

Quality: 14,526 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive  
[m\\_rd's solution](#)

**319.**

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[m\\_rd's solution](#)

**320.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[m\\_rd's solution](#)

**321.**

1925C

[Did We Get Everything Covered?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[m\\_rd's solution](#)

**322.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[m\\_rd's solution](#)

**323.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[m\\_rd's solution](#)

**324.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[m\\_rd's solution](#)

**325.**

1754C2

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

Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[m\\_rd's solution](#)

**326.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[m\\_rd's solution](#)

**327.**

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[m\\_rd's solution](#)

**328.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[m\\_rd's solution](#)

**329.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[m\\_rd's solution](#)

**330.**

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[m\\_rd's solution](#)

**331.**

1418C

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

Quality: 28,131 global accepts · Rating: 1500 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths  
[m\\_rd's solution](#)

**332.**

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy  
[m\\_rd's solution](#)

**333.**

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory  
[m\\_rd's solution](#)

**334.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math  
[m\\_rd's solution](#)

**335.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[m\\_rd's solution](#)

**336.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[m\\_rd's solution](#)

**337.**

1646C

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

Quality: 19,513 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math  
[m\\_rd's solution](#)

**338.**

1325C

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

Quality: 17,156 global accepts · Rating: 1500 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[m\\_rd's solution](#)

**339.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[m\\_rd's solution](#)

**340.**

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,449 global accepts · Rating: 1500 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory  
[m\\_rd's solution](#)

**341.**

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2021-08-07 · last AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math  
[m\\_rd's solution](#)

**342.**

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[m\\_rd's solution](#)

**343.**

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,067 global accepts · Rating: 1600 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation  
[m\\_rd's solution](#)

**344.**

1163B2

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

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[m\\_rd's solution](#)

**345.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers  
[m\\_rd's solution](#)

**346.**

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory  
[m\\_rd's solution](#)

**347.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings  
[m\\_rd's solution](#)

**348.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[m\\_rd's solution](#)

**349.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation, two pointers

[m\\_rd's solution](#)

**350.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[m\\_rd's solution](#)

**351.**

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[m\\_rd's solution](#)

**352.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[m\\_rd's solution](#)

**353.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[m\\_rd's solution](#)

**354.**

1241C

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[m\\_rd's solution](#)

**355.**

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**356.**

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[m\\_rd's solution](#)

**357.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[m\\_rd's solution](#)

**358.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[m\\_rd's solution](#)

**359.**

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · last AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[m\\_rd's solution](#)

**360.**

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[m\\_rd's solution](#)

**361.**

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees  
[m\\_rd's solution](#)

**362.**

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers  
[m\\_rd's solution](#)

**363.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: math  
[m\\_rd's solution](#)

**364.**

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[m\\_rd's solution](#)

**365.**

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[m\\_rd's solution](#)

**366.**

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[m\\_rd's solution](#)

**367.**

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory  
[m\\_rd's solution](#)

**368.**

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-08 · last AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs  
[m\\_rd's solution](#)

**369.**

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,026 global accepts · Rating: 1700 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search  
[m\\_rd's solution](#)

**370.**

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[m\\_rd's solution](#)

**371.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[m\\_rd's solution](#)

**372.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[m\\_rd's solution](#)

**373.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[m\\_rd's solution](#)

**374.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[m\\_rd's solution](#)

**375.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[m\\_rd's solution](#)

**376.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[m\\_rd's solution](#)

**377.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[m\\_rd's solution](#)

**378.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[m\\_rd's solution](#)

**379.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[m\\_rd's solution](#)

**380.**

1706D1

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

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[m\\_rd's solution](#)

**381.**

1699C

[The Third Problem · Tutorial](#)

Quality: 10,722 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[m\\_rd's solution](#)

**382.**

1677B

[Tokitsukaze and Meeting · Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[m\\_rd's solution](#)

**383.**

1658C

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

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[m\\_rd's solution](#)

**384.**

1644D

[Cross Coloring · Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[m\\_rd's solution](#)

**385.**

1516C

[Baby Ehab Partitions Again · Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[m\\_rd's solution](#)

**386.**

1485C

[Floor and Mod · Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[m\\_rd's solution](#)

**387.**

1586C

[Omkar and Determination · Tutorial](#)

Rating: 1700 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[m\\_rd's solution](#)

**388.**

1598D

[Training Session · Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[m\\_rd's solution](#)

**389.**

1592C

[Bakry and Partitioning · Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-03 · last AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[m\\_rd's solution](#)

**390.**

1579E2

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

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[m\\_rd's solution](#)

**391.**

1561D1

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

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory  
[m\\_rd's solution](#)

**392.**

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-08-11 · last AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation  
[m\\_rd's solution](#)

**393.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices  
[m\\_rd's solution](#)

**394.**

1335E1

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

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[m\\_rd's solution](#)

**395.**

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[m\\_rd's solution](#)

**396.**

1341D

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

Rating: 1700 · first AC: 2021-08-06 · last AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy  
[m\\_rd's solution](#)

**397.**

1467B

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

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-08-04 · last AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[m\\_rd's solution](#)

**398.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory  
[m\\_rd's solution](#)

**399.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation  
[m\\_rd's solution](#)

**400.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[m\\_rd's solution](#)

**401.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[m\\_rd's solution](#)

**402.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[m\\_rd's solution](#)

**403.**

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[m\\_rd's solution](#)

**404.**

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[m\\_rd's solution](#)

**405.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[m\\_rd's solution](#)

**406.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[m\\_rd's solution](#)

**407.**

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[m\\_rd's solution](#)

**408.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[m\\_rd's solution](#)

**409.**

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[m\\_rd's solution](#)

**410.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[m\\_rd's solution](#)

**411.**

1719D1

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

Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[m\\_rd's solution](#)

**412.**

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[m\\_rd's solution](#)

**413.**

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[m\\_rd's solution](#)

**414.**

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-05-09 · last AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[m\\_rd's solution](#)

**415.**

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[m\\_rd's solution](#)

**416.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[m\\_rd's solution](#)

**417.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[m\\_rd's solution](#)

**418.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[m\\_rd's solution](#)

**419.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[m\\_rd's solution](#)

**420.**

1586D

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

Rating: 1800 · first AC: 2021-10-18 · last AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[m\\_rd's solution](#)

**421.**

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[m\\_rd's solution](#)

**422.**

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, implementation

[m\\_rd's solution](#)

**423.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[m\\_rd's solution](#)

**424.**

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[m\\_rd's solution](#)

**425.**

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[m\\_rd's solution](#)

**426.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2021-08-07 · last AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[m\\_rd's solution](#)

**427.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[m\\_rd's solution](#)

**428.**

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

[m\\_rd's solution](#)

**429.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[m\\_rd's solution](#)

**430.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[m\\_rd's solution](#)

**431.**

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[m\\_rd's solution](#)

**432.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[m\\_rd's solution](#)

**433.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[m\\_rd's solution](#)

**434.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[m\\_rd's solution](#)

**435.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[m\\_rd's solution](#)

**436.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[m\\_rd's solution](#)

**437.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[m\\_rd's solution](#)

**438.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[m\\_rd's solution](#)

**439.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[m\\_rd's solution](#)

**440.**

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[m\\_rd's solution](#)

**441.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees  
[m\\_rd's solution](#)

**442.**

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[m\\_rd's solution](#)

**443.**

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs  
[m\\_rd's solution](#)

**444.**

1121D

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers  
[m\\_rd's solution](#)

**445.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers  
[m\\_rd's solution](#)

**446.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[m\\_rd's solution](#)

**447.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees  
[m\\_rd's solution](#)

**448.**

1471D

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

Rating: 1900 · first AC: 2022-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory  
[m\\_rd's solution](#)

**449.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy  
[m\\_rd's solution](#)

**450.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[m\\_rd's solution](#)

**451.**

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[m\\_rd's solution](#)

**452.**

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[m\\_rd's solution](#)

**453.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[m\\_rd's solution](#)

**454.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[m\\_rd's solution](#)

**455.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[m\\_rd's solution](#)

**456.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[m\\_rd's solution](#)

**457.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[m\\_rd's solution](#)

**458.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[m\\_rd's solution](#)

**459.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[m\\_rd's solution](#)

**460.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · last AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[m\\_rd's solution](#)

**461.**

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-09 · last AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[m\\_rd's solution](#)

**462.**

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[m\\_rd's solution](#)

**463.**

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[m\\_rd's solution](#)

**464.**

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[m\\_rd's solution](#)

**465.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[m\\_rd's solution](#)

**466.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[m\\_rd's solution](#)

**467.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[m\\_rd's solution](#)

**468.**

1763C

[Another Array Problem](#) · [Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[m\\_rd's solution](#)

**469.**

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[m\\_rd's solution](#)

**470.**

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[m\\_rd's solution](#)

**471.**

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**472.**

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[m\\_rd's solution](#)

**473.**

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[m\\_rd's solution](#)

**474.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[m\\_rd's solution](#)

**475.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[m\\_rd's solution](#)

**476.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[m\\_rd's solution](#)

**477.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · last AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[m\\_rd's solution](#)

**478.**

1241D

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, two pointers

[m\\_rd's solution](#)

**479.**

1716C

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

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[m\\_rd's solution](#)

**480.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[m\\_rd's solution](#)

**481.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy  
[m\\_rd's solution](#)

**482.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees  
[m\\_rd's solution](#)

**483.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation  
[m\\_rd's solution](#)

**484.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
[m\\_rd's solution](#)

**485.**

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[m\\_rd's solution](#)

**486.**

1350E

[Orac and Game of Life](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation, math, shortest paths  
[m\\_rd's solution](#)

**487.**

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[m\\_rd's solution](#)

**488.**

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation  
[m\\_rd's solution](#)

**489.**

347D

[Lucky Common Subsequence](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-03 · last AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[m\\_rd's solution](#)

**490.**

1998D

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

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[m\\_rd's solution](#)

**491.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[m\\_rd's solution](#)

**492.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[m\\_rd's solution](#)

**493.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[m\\_rd's solution](#)

**494.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[m\\_rd's solution](#)

**495.**

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[m\\_rd's solution](#)

**496.**

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings

[m\\_rd's solution](#)

**497.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[m\\_rd's solution](#)

**498.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[m\\_rd's solution](#)

**499.**

1121F

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[m\\_rd's solution](#)

**500.**

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings  
[m\\_rd's solution](#)

**501.**

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures  
[m\\_rd's solution](#)

**502.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices  
[m\\_rd's solution](#)

**503.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[m\\_rd's solution](#)

**504.**

1241E

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees  
[m\\_rd's solution](#)

**505.**

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers  
[m\\_rd's solution](#)

**506.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[m\\_rd's solution](#)

**507.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[m\\_rd's solution](#)

**508.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees  
[m\\_rd's solution](#)

**509.**

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-15 · last AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle  
[m\\_rd's solution](#)

**510.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[m\\_rd's solution](#)

## 511.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[m\\_rd's solution](#)

## 512.

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[m\\_rd's solution](#)

## 513.

1465D

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math, ternary search

[m\\_rd's solution](#)

## 514.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[m\\_rd's solution](#)

## 515.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[m\\_rd's solution](#)

## 516.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[m\\_rd's solution](#)

## 517.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[m\\_rd's solution](#)

## 518.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[m\\_rd's solution](#)

## 519.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[m\\_rd's solution](#)

## 520.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[m\\_rd's solution](#)

## 521.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[m\\_rd's solution](#)

## 522.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[m\\_rd's solution](#)

## 523.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[m\\_rd's solution](#)

## 524.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[m\\_rd's solution](#)

## 525.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[m\\_rd's solution](#)

## 526.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[m\\_rd's solution](#)

## 527.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[m\\_rd's solution](#)

## 528.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[m\\_rd's solution](#)

## 529.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[m\\_rd's solution](#)

**530.**

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[m\\_rd's solution](#)

**531.**

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[m\\_rd's solution](#)

**532.**

1247E

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[m\\_rd's solution](#)

**533.**

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[m\\_rd's solution](#)

**534.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[m\\_rd's solution](#)

**535.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[m\\_rd's solution](#)

**536.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[m\\_rd's solution](#)

**537.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[m\\_rd's solution](#)

**538.**

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[m\\_rd's solution](#)

**539.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[m\\_rd's solution](#)

**540.**

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[m\\_rd's solution](#)

**541.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[m\\_rd's solution](#)

**542.**

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[m\\_rd's solution](#)

**543.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[m\\_rd's solution](#)

**544.**

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[m\\_rd's solution](#)

**545.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[m\\_rd's solution](#)

**546.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[m\\_rd's solution](#)

**547.**

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math

[m\\_rd's solution](#)

**548.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[m\\_rd's solution](#)

**549.**

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[m\\_rd's solution](#)

**550.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[m\\_rd's solution](#)

**551.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[m\\_rd's solution](#)

**552.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[m\\_rd's solution](#)

**553.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[m\\_rd's solution](#)

**554.**

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[m\\_rd's solution](#)

**555.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[m\\_rd's solution](#)

**556.**

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[m\\_rd's solution](#)

**557.**

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[m\\_rd's solution](#)

**558.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2021-11-05 · last AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[m\\_rd's solution](#)

**559.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar,

implementation, interactive, math, number theory, trees

[m\\_rd's solution](#)

**560.**

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[m\\_rd's solution](#)

**561.**

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[m\\_rd's solution](#)

**562.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[m\\_rd's solution](#)

**563.**

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[m\\_rd's solution](#)

**564.**

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[m\\_rd's solution](#)

**565.**

1090C

[New Year Presents](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2400 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[m\\_rd's solution](#)

**566.**

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[m\\_rd's solution](#)

**567.**

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[m\\_rd's solution](#)

**568.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[m\\_rd's solution](#)

**569.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[m\\_rd's solution](#)

**570.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[m\\_rd's solution](#)

**571.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[m\\_rd's solution](#)

**572.**

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, games, graph matchings

[m\\_rd's solution](#)

**573.**

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[m\\_rd's solution](#)

**574.**

1708E

[DFS Trees](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[m\\_rd's solution](#)

**575.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[m\\_rd's solution](#)

**576.**

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-13 · last AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[m\\_rd's solution](#)

**577.**

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[m\\_rd's solution](#)

**578.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-04 · last AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[m\\_rd's solution](#)

**579.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[m\\_rd's solution](#)

**580.**

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[m\\_rd's solution](#)

**581.**

360C

[Levko and Strings](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[m\\_rd's solution](#)

**582.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[m\\_rd's solution](#)

**583.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[m\\_rd's solution](#)

**584.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[m\\_rd's solution](#)

**585.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[m\\_rd's solution](#)

**586.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[m\\_rd's solution](#)

**587.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[m\\_rd's solution](#)

**588.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[m\\_rd's solution](#)

**589.**

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[m\\_rd's solution](#)

**590.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[m\\_rd's solution](#)

**591.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[m\\_rd's solution](#)

**592.**

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[m\\_rd's solution](#)

**593.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[m\\_rd's solution](#)

**594.**

1241F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[m\\_rd's solution](#)

**595.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[m\\_rd's solution](#)

**596.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[m\\_rd's solution](#)

**597.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[m\\_rd's solution](#)

**598.**

105161E

[Divide](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**599.**

105161K

[Number Deletion Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**600.**

105161I

[Integer Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**601.**

105161G

[Download Time Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**602.**

105161F

[Download Speed Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**603.**

105158C

[NINE AN %bSkOj](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**604.**

105158D

[YyNkO](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**605.**

105158K

[hNtrial](#)

Rating: — · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[m\\_rd's solution](#)

**606.**

105158H

[Ttutorial](#)

Rating: — · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[m\\_rd's solution](#)

**607.**

105158A

[Once In My Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**608.**

105158L

[Toxel N PCPC-III](#) [Tutorial](#)

Rating: — · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[m\\_rd's solution](#)

**609.**

105158J

[cRtrial](#)

Rating: — · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[m\\_rd's solution](#)

**610.**

105158M

[gBtrial](#)

Rating: — · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[m\\_rd's solution](#)

**611.**

105158B

[bk-Tutorial](#)

Rating: — · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[m\\_rd's solution](#)

**612.**

105158F

[OTWAW&N2](#)

Rating: — · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[m\\_rd's solution](#)

**613.**

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[m\\_rd's solution](#)

**614.**

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[m\\_rd's solution](#)

**615.**

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[m\\_rd's solution](#)

**616.**

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[m\\_rd's solution](#)

**617.**

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[m\\_rd's solution](#)

**618.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**619.**

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**620.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**621.**

104128I

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

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**622.**

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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**623.**

104065M

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[m\\_rd's solution](#)

**624.**

104065A

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[m\\_rd's solution](#)

**625.**

104065H

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Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**626.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**627.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**628.**

104081A

[Q1E7rjA](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**629.**

104081H

[cDutyNKeÅ](#)

Rating: — · first AC: 2022-11-30 · last AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**630.**

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**631.**

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**632.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**633.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**634.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**635.**

104076M

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Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**636.**

104022K

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[m\\_rd's solution](#)

**637.**

104022B

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Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**638.**

104022E

[Isomerism](#) · [Tutorial](#)

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[m\\_rd's solution](#)

**639.**

104022J

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Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**640.**

104022A

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**641.**

104059B

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[m\\_rd's solution](#)

**642.**

104059D

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**643.**

104059H

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Rating: — · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**644.**

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**645.**

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**646.**

104059L

[Lots of Land](#) · [Tutorial](#)

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[m\\_rd's solution](#)

**647.**

104059A

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Rating: — · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**648.**

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · Python 3 (first AC) · Tags: —

[m\\_rd's solution](#)

**649.**

104059C

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

Rating: — · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**650.**

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**651.**

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**652.**

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · last AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**653.**

104012E

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Rating: — · first AC: 2022-11-19 · last AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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**654.**

104012B

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**655.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · last AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**656.**

104012C

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Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**657.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**658.**

104012A

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Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**659.**

104011K

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Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**660.**

104011D

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[m\\_rd's solution](#)

**661.**

104011C

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[m\\_rd's solution](#)

**662.**

104011A

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[m\\_rd's solution](#)

**663.**

104023D

[Sternhalma](#) · [Tutorial](#)

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[m\\_rd's solution](#)

**664.**

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**665.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[m\\_rd's solution](#)

**666.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[m\\_rd's solution](#)

**667.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[m\\_rd's solution](#)

**668.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[m\\_rd's solution](#)

**669.**

104023E

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Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[m\\_rd's solution](#)

**670.**

104027A

[Izdv, NeuraliSC](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[m\\_rd's solution](#)

**671.**

103828M

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Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**672.**

103828A

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Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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**673.**

103828J

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[m\\_rd's solution](#)

**674.**

103828E

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Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**675.**

104010L

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Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**676.**

104010G

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Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**677.**

104010B

[Magnetic Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[m\\_rd's solution](#)

**678.**

104010H

[Pines](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[m\\_rd's solution](#)

**679.**

104010F

[Lazy to Win](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[m\\_rd's solution](#)

**680.**

104010E

[Just Like Pickle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[m\\_rd's solution](#)

**681.**

104010D

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Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[m\\_rd's solution](#)

**682.**

104010C

[Campfire Riddle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[m\\_rd's solution](#)

**683.**

104010K

[Pick a Pair](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[m\\_rd's solution](#)

**684.**

104010A

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[m\\_rd's solution](#)

**685.**

102893L

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Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[m\\_rd's solution](#)

**686.**

102893I

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Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**687.**

102893C

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Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[m\\_rd's solution](#)

**688.**

102893B

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Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[m\\_rd's solution](#)

**689.**

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[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[m\\_rd's solution](#)

**690.**

102893D

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**731.**

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**732.**

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**733.**

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**735.**

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**736.**

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**737.**

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**738.**

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**740.**

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**742.**

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**743.**

103729K

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**744.**

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**745.**

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**747.**

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**748.**

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**755.**

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