

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

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# Unique solved — maxwellzen

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

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Filters: none

Count: 896

1.

2149A

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Quality: 40,906 global accepts · Rating: 800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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2.

2151A

[Incremental Subarray](#) · [Tutorial](#)

Quality: 17,960 global accepts · Rating: 800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

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3.

2122A

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4.

2104A

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Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: math

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5.

2107A

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Quality: 22,204 global accepts · Rating: 800 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

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6.

2109A

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Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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7.

1991A

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8.

1863A

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9.

1994A

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**10.**

1987A

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**11.**

1919B

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**12.**

1919A

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Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: games, math  
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**13.**

1984A

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Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
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**14.**

1870A

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Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
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**15.**

1879A

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Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
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**16.**

1886A

[Sum of Three](#) · [Tutorial](#)

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1844A

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**18.**

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
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**19.**

1846A

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Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
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**20.**

1842A

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Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
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**21.**

1775A1

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**22.**

1782A

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**23.**

1772A

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**24.**

1783A

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Quality: 48,717 global accepts · Rating: 800 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

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**25.**

1779A

[Hall of Fame · Tutorial](#)

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

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**26.**

1764A

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Quality: 17,454 global accepts · Rating: 800 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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**27.**

1774A

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Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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**28.**

1719A

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Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math

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**29.**

1716A

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**30.**

1716B

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**31.**

1714C

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- 32.**  
1714B  
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- 33.**  
1704A  
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- 34.**  
1709A  
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- 35.**  
1658B  
[Marin and Anti-coprime Permutation](#) · [Tutorial](#)  
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- 36.**  
1699A  
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- 37.**  
1696A  
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[maxwellzen's solution](#)
- 38.**  
1569A  
[Balanced Substring](#) · [Tutorial](#)  
Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[maxwellzen's solution](#)
- 39.**  
1430B  
[Barrels](#) · [Tutorial](#)  
Quality: 20,278 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings  
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- 40.**  
1452C  
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Quality: 21,118 global accepts · Rating: 800 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
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- 41.**  
1452A  
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Quality: 22,939 global accepts · Rating: 800 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math  
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- 42.**  
1455A  
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Quality: 27,408 global accepts · Rating: 800 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
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43.

1567A

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44.

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45.

1557A

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46.

1549B

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47.

1549A

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48.

1554A

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49.

1551B1

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50.

1553A

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51.

1551A

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52.

1552A

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53.

1539B

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**54.**

1530B

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**55.**

1530A

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**56.**

1443A

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**57.**

1550A

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**58.**

1523A

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Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**59.**

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
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**60.**

1547B

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**61.**

1547A

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**62.**

1535A

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**63.**

1516A

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**64.**

1498A

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- 65.**  
1501A  
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- 66.**  
1493A  
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- 67.**  
1491A  
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- 68.**  
1459A  
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- 69.**  
1466B  
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- 70.**  
1466A  
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- 71.**  
1492A  
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- 72.**  
1490A  
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- 73.**  
1487A  
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- 74.**  
1465A  
[In-game Chat](#) · [Tutorial](#)  
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- 75.**  
1480A  
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Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings  
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**76.**

1481A

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Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: greedy, strings  
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**77.**

1478A

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Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, greedy  
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**78.**

1474A

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Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: greedy  
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**79.**

1473A

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Quality: 37,426 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings  
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**80.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
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**81.**

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
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**82.**

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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**83.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
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**84.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
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**85.**

1720A

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Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
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**86.**

1714A

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

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
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**87.**

1696B

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Quality: 36,322 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
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**88.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: math  
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**89.**

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math  
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**90.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
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**91.**

1559A

[Mocha and Math](#) · [Tutorial](#)

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**92.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[maxwellzen's solution](#)

**93.**

1555A

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**94.**

1543B

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**95.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[maxwellzen's solution](#)

**96.**

1535B

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Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings  
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**97.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive

[maxwellzen's solution](#)

**98.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

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**99.**

1496A

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[maxwellzen's solution](#)

**100.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[maxwellzen's solution](#)

**101.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[maxwellzen's solution](#)

**102.**

1480B

[The Great Hero](#) · [Tutorial](#)

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

[maxwellzen's solution](#)

**103.**

1471A

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

Quality: 38,205 global accepts · Rating: 900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[maxwellzen's solution](#)

**104.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[maxwellzen's solution](#)

**105.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[maxwellzen's solution](#)

**106.**

1987B

[K-Sort](#) · [Tutorial](#)

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

[maxwellzen's solution](#)

**107.**

1844B

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

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

[maxwellzen's solution](#)

**108.**

1785A

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

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

[maxwellzen's solution](#)

**109.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[maxwellzen's solution](#)

**110.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[maxwellzen's solution](#)

**111.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[maxwellzen's solution](#)

**112.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,916 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[maxwellzen's solution](#)

**113.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[maxwellzen's solution](#)

**114.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[maxwellzen's solution](#)

**115.**

1430C

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

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[maxwellzen's solution](#)

**116.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[maxwellzen's solution](#)

**117.**

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[maxwellzen's solution](#)

**118.**

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[maxwellzen's solution](#)

**119.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math  
[maxwellzen's solution](#)

**120.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[maxwellzen's solution](#)

**121.**

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[maxwellzen's solution](#)

**122.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math  
[maxwellzen's solution](#)

**123.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory  
[maxwellzen's solution](#)

**124.**

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[maxwellzen's solution](#)

**125.**

1474B

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

Quality: 40,329 global accepts · Rating: 1000 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory  
[maxwellzen's solution](#)

**126.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings  
[maxwellzen's solution](#)

**127.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[maxwellzen's solution](#)

**128.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math  
[maxwellzen's solution](#)

**129.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math  
[maxwellzen's solution](#)

**130.**

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  
[maxwellzen's solution](#)

**131.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[maxwellzen's solution](#)

**132.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[maxwellzen's solution](#)

**133.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[maxwellzen's solution](#)

**134.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[maxwellzen's solution](#)

**135.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[maxwellzen's solution](#)

**136.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[maxwellzen's solution](#)

**137.**

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: games, math  
[maxwellzen's solution](#)

**138.**

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, games  
[maxwellzen's solution](#)

**139.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math

[maxwellzen's solution](#)

**140.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math  
[maxwellzen's solution](#)

**141.**

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[maxwellzen's solution](#)

**142.**

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[maxwellzen's solution](#)

**143.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[maxwellzen's solution](#)

**144.**

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math  
[maxwellzen's solution](#)

**145.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,405 global accepts · Rating: 1100 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math  
[maxwellzen's solution](#)

**146.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math  
[maxwellzen's solution](#)

**147.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math  
[maxwellzen's solution](#)

**148.**

1481B

[New Colony](#) · [Tutorial](#)

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

**149.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math  
[maxwellzen's solution](#)

**150.**

1987C

[Basil's Garden](#) · [Tutorial](#)

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

[maxwellzen's solution](#)

**151.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[maxwellzen's solution](#)

**152.**

1846D

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

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[maxwellzen's solution](#)

**153.**

1846C

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

Quality: 21,476 global accepts · Rating: 1200 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[maxwellzen's solution](#)

**154.**

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[maxwellzen's solution](#)

**155.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[maxwellzen's solution](#)

**156.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[maxwellzen's solution](#)

**157.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[maxwellzen's solution](#)

**158.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[maxwellzen's solution](#)

**159.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[maxwellzen's solution](#)

**160.**

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[maxwellzen's solution](#)

**161.**

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[maxwellzen's solution](#)

**162.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[maxwellzen's solution](#)

**163.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[maxwellzen's solution](#)

**164.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[maxwellzen's solution](#)

**165.**

1485B

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

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

[maxwellzen's solution](#)

**166.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[maxwellzen's solution](#)

**167.**

2145C

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

Quality: 15,401 global accepts · Rating: 1300 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[maxwellzen's solution](#)

**168.**

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxwellzen's solution](#)

**169.**

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

[maxwellzen's solution](#)

**170.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[maxwellzen's solution](#)

**171.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[maxwellzen's solution](#)

**172.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[maxwellzen's solution](#)

**173.**

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[maxwellzen's solution](#)

**174.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[maxwellzen's solution](#)

**175.**

1846E1

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

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[maxwellzen's solution](#)

**176.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[maxwellzen's solution](#)

**177.**

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1300 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[maxwellzen's solution](#)

**178.**

1650D

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

Quality: 14,698 global accepts · Rating: 1300 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[maxwellzen's solution](#)

**179.**

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[maxwellzen's solution](#)

**180.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[maxwellzen's solution](#)

**181.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[maxwellzen's solution](#)

**182.**

1560D

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

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[maxwellzen's solution](#)

**183.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[maxwellzen's solution](#)

**184.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[maxwellzen's solution](#)

**185.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[maxwellzen's solution](#)

**186.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[maxwellzen's solution](#)

**187.**

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[maxwellzen's solution](#)

**188.**

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[maxwellzen's solution](#)

**189.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[maxwellzen's solution](#)

**190.**

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[maxwellzen's solution](#)

**191.**

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,882 global accepts · Rating: 1300 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[maxwellzen's solution](#)

**192.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[maxwellzen's solution](#)

**193.**

1471C

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

Rating: 1300 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[maxwellzen's solution](#)

**194.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[maxwellzen's solution](#)

**195.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[maxwellzen's solution](#)

**196.**

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[maxwellzen's solution](#)

**197.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[maxwellzen's solution](#)

**198.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[maxwellzen's solution](#)

**199.**

1830A

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

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[maxwellzen's solution](#)

**200.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[maxwellzen's solution](#)

**201.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[maxwellzen's solution](#)

**202.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[maxwellzen's solution](#)

**203.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[maxwellzen's solution](#)

**204.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[maxwellzen's solution](#)

**205.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[maxwellzen's solution](#)

**206.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[maxwellzen's solution](#)

**207.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[maxwellzen's solution](#)

**208.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,610 global accepts · Rating: 1400 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[maxwellzen's solution](#)

**209.**

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-16 · last AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[maxwellzen's solution](#)

**210.**

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-02 · last AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[maxwellzen's solution](#)

**211.**

1551B2

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

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[maxwellzen's solution](#)

**212.**

1443C

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

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[maxwellzen's solution](#)

**213.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory  
[maxwellzen's solution](#)

**214.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers  
[maxwellzen's solution](#)

**215.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings  
[maxwellzen's solution](#)

**216.**

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation  
[maxwellzen's solution](#)

**217.**

1490E

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

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

**218.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, shortest paths  
[maxwellzen's solution](#)

**219.**

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math  
[maxwellzen's solution](#)

**220.**

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory  
[maxwellzen's solution](#)

**221.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings  
[maxwellzen's solution](#)

**222.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[maxwellzen's solution](#)

**223.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[maxwellzen's solution](#)

**224.**

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[maxwellzen's solution](#)

**225.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[maxwellzen's solution](#)

**226.**

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[maxwellzen's solution](#)

**227.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[maxwellzen's solution](#)

**228.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[maxwellzen's solution](#)

**229.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, games  
[maxwellzen's solution](#)

**230.**

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[maxwellzen's solution](#)

**231.**

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[maxwellzen's solution](#)

**232.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers  
[maxwellzen's solution](#)

**233.**

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: greedy, sortings, strings

[maxwellzen's solution](#)

**234.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[maxwellzen's solution](#)

**235.**

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-07-14 · last AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[maxwellzen's solution](#)

**236.**

1546C

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

Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[maxwellzen's solution](#)

**237.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[maxwellzen's solution](#)

**238.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[maxwellzen's solution](#)

**239.**

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[maxwellzen's solution](#)

**240.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[maxwellzen's solution](#)

**241.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[maxwellzen's solution](#)

**242.**

1486B

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

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[maxwellzen's solution](#)

**243.**

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[maxwellzen's solution](#)

**244.**

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[maxwellzen's solution](#)

**245.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[maxwellzen's solution](#)

**246.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[maxwellzen's solution](#)

**247.**

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[maxwellzen's solution](#)

**248.**

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[maxwellzen's solution](#)

**249.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[maxwellzen's solution](#)

**250.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[maxwellzen's solution](#)

**251.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[maxwellzen's solution](#)

**252.**

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[maxwellzen's solution](#)

**253.**

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[maxwellzen's solution](#)

**254.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[maxwellzen's solution](#)

**255.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[maxwellzen's solution](#)

**256.**

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games

[maxwellzen's solution](#)

**257.**

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[maxwellzen's solution](#)

**258.**

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[maxwellzen's solution](#)

**259.**

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[maxwellzen's solution](#)

**260.**

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[maxwellzen's solution](#)

**261.**

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: probabilities

[maxwellzen's solution](#)

**262.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[maxwellzen's solution](#)

**263.**

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[maxwellzen's solution](#)

**264.**

1530D

[Secret Santa](#) · [Tutorial](#)

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

[maxwellzen's solution](#)

**265.**

1526C2

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

Quality: 29,732 global accepts · Rating: 1600 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[maxwellzen's solution](#)

**266.**

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[maxwellzen's solution](#)

**267.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[maxwellzen's solution](#)

**268.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[maxwellzen's solution](#)

**269.**

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[maxwellzen's solution](#)

**270.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[maxwellzen's solution](#)

**271.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, number theory

[maxwellzen's solution](#)

**272.**

1498C

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

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[maxwellzen's solution](#)

**273.**

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[maxwellzen's solution](#)

**274.**

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[maxwellzen's solution](#)

**275.**

1486C1

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

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

[maxwellzen's solution](#)

**276.**

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[maxwellzen's solution](#)

**277.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[maxwellzen's solution](#)

**278.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers

[maxwellzen's solution](#)

**279.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[maxwellzen's solution](#)

**280.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[maxwellzen's solution](#)

**281.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[maxwellzen's solution](#)

**282.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[maxwellzen's solution](#)

**283.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[maxwellzen's solution](#)

**284.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[maxwellzen's solution](#)

## 285.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[maxwellzen's solution](#)

## 286.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[maxwellzen's solution](#)

## 287.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[maxwellzen's solution](#)

## 288.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[maxwellzen's solution](#)

## 289.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[maxwellzen's solution](#)

## 290.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[maxwellzen's solution](#)

## 291.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[maxwellzen's solution](#)

## 292.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory

[maxwellzen's solution](#)

## 293.

276D

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

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[maxwellzen's solution](#)

## 294.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory  
[maxwellzen's solution](#)

### 295.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, shortest paths

[maxwellzen's solution](#)

### 296.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[maxwellzen's solution](#)

### 297.

1478C

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

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings

[maxwellzen's solution](#)

### 298.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[maxwellzen's solution](#)

### 299.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math

[maxwellzen's solution](#)

### 300.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[maxwellzen's solution](#)

### 301.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy

[maxwellzen's solution](#)

### 302.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[maxwellzen's solution](#)

### 303.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[maxwellzen's solution](#)

### 304.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[maxwellzen's solution](#)

**305.**

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[maxwellzen's solution](#)

**306.**

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[maxwellzen's solution](#)

**307.**

1516C

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

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[maxwellzen's solution](#)

**308.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[maxwellzen's solution](#)

**309.**

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[maxwellzen's solution](#)

**310.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[maxwellzen's solution](#)

**311.**

1480C

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

Rating: 1700 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math, ternary search

[maxwellzen's solution](#)

**312.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[maxwellzen's solution](#)

**313.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[maxwellzen's solution](#)

**314.**

2145D

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

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[maxwellzen's solution](#)

**315.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[maxwellzen's solution](#)

**316.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[maxwellzen's solution](#)

**317.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[maxwellzen's solution](#)

**318.**

1846F

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

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[maxwellzen's solution](#)

**319.**

1846E2

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

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[maxwellzen's solution](#)

**320.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[maxwellzen's solution](#)

**321.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[maxwellzen's solution](#)

**322.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[maxwellzen's solution](#)

**323.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[maxwellzen's solution](#)

**324.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[maxwellzen's solution](#)

**325.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[maxwellzen's solution](#)

**326.**

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[maxwellzen's solution](#)

**327.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[maxwellzen's solution](#)

**328.**

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[maxwellzen's solution](#)

**329.**

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, two pointers

[maxwellzen's solution](#)

**330.**

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[maxwellzen's solution](#)

**331.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[maxwellzen's solution](#)

**332.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[maxwellzen's solution](#)

**333.**

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[maxwellzen's solution](#)

**334.**

1475D

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

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[maxwellzen's solution](#)

**335.**

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers  
[maxwellzen's solution](#)

**336.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
[maxwellzen's solution](#)

**337.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation  
[maxwellzen's solution](#)

**338.**

1552D

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

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

**339.**

1552C

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

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

**340.**

1443F

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, greedy, math  
[maxwellzen's solution](#)

**341.**

1443D

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

Rating: 1800 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[maxwellzen's solution](#)

**342.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation  
[maxwellzen's solution](#)

**343.**

1509C

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

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[maxwellzen's solution](#)

**344.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths  
[maxwellzen's solution](#)

**345.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy  
[maxwellzen's solution](#)

**346.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees  
[maxwellzen's solution](#)

**347.**

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees  
[maxwellzen's solution](#)

**348.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math  
[maxwellzen's solution](#)

**349.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math  
[maxwellzen's solution](#)

**350.**

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[maxwellzen's solution](#)

**351.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings  
[maxwellzen's solution](#)

**352.**

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[maxwellzen's solution](#)

**353.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths  
[maxwellzen's solution](#)

**354.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive  
[maxwellzen's solution](#)

**355.**

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[maxwellzen's solution](#)

**356.**

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

[maxwellzen's solution](#)

**357.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[maxwellzen's solution](#)

**358.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[maxwellzen's solution](#)

**359.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[maxwellzen's solution](#)

**360.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[maxwellzen's solution](#)

**361.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[maxwellzen's solution](#)

**362.**

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[maxwellzen's solution](#)

**363.**

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[maxwellzen's solution](#)

**364.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[maxwellzen's solution](#)

**365.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[maxwellzen's solution](#)

**366.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[maxwellzen's solution](#)

**367.**

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[maxwellzen's solution](#)

**368.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[maxwellzen's solution](#)

**369.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[maxwellzen's solution](#)

**370.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[maxwellzen's solution](#)

**371.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[maxwellzen's solution](#)

**372.**

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[maxwellzen's solution](#)

**373.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[maxwellzen's solution](#)

**374.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[maxwellzen's solution](#)

**375.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[maxwellzen's solution](#)

**376.**

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[maxwellzen's solution](#)

**377.**

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[maxwellzen's solution](#)

**378.**

1471D

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

Rating: 1900 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[maxwellzen's solution](#)

**379.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[maxwellzen's solution](#)

**380.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[maxwellzen's solution](#)

**381.**

1478E

[Nezzar and Binary String](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[maxwellzen's solution](#)

**382.**

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[maxwellzen's solution](#)

**383.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[maxwellzen's solution](#)

**384.**

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[maxwellzen's solution](#)

**385.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[maxwellzen's solution](#)

**386.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[maxwellzen's solution](#)

**387.**

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[maxwellzen's solution](#)

**388.**

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[maxwellzen's solution](#)

**389.**

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[maxwellzen's solution](#)

**390.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[maxwellzen's solution](#)

**391.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[maxwellzen's solution](#)

**392.**

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[maxwellzen's solution](#)

**393.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[maxwellzen's solution](#)

**394.**

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxwellzen's solution](#)

**395.**

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  
[maxwellzen's solution](#)

**396.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees  
[maxwellzen's solution](#)

**397.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees  
[maxwellzen's solution](#)

**398.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings  
[maxwellzen's solution](#)

**399.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[maxwellzen's solution](#)

**400.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[maxwellzen's solution](#)

**401.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation  
[maxwellzen's solution](#)

**402.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory  
[maxwellzen's solution](#)

**403.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths  
[maxwellzen's solution](#)

**404.**

1716C

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

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search  
[maxwellzen's solution](#)

**405.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[maxwellzen's solution](#)

**406.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[maxwellzen's solution](#)

**407.**

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[maxwellzen's solution](#)

**408.**

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[maxwellzen's solution](#)

**409.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[maxwellzen's solution](#)

**410.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[maxwellzen's solution](#)

**411.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[maxwellzen's solution](#)

**412.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[maxwellzen's solution](#)

**413.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[maxwellzen's solution](#)

**414.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[maxwellzen's solution](#)

**415.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[maxwellzen's solution](#)

**416.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[maxwellzen's solution](#)

**417.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[maxwellzen's solution](#)

**418.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[maxwellzen's solution](#)

**419.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[maxwellzen's solution](#)

**420.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[maxwellzen's solution](#)

**421.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[maxwellzen's solution](#)

**422.**

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[maxwellzen's solution](#)

**423.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[maxwellzen's solution](#)

**424.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[maxwellzen's solution](#)

**425.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[maxwellzen's solution](#)

**426.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[maxwellzen's solution](#)

**427.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[maxwellzen's solution](#)

**428.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[maxwellzen's solution](#)

**429.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[maxwellzen's solution](#)

**430.**

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[maxwellzen's solution](#)

**431.**

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[maxwellzen's solution](#)

**432.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[maxwellzen's solution](#)

**433.**

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[maxwellzen's solution](#)

**434.**

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[maxwellzen's solution](#)

**435.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,617 global accepts · Rating: 2000 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[maxwellzen's solution](#)

**436.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[maxwellzen's solution](#)

**437.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: binary search, brute force, dp

[maxwellzen's solution](#)

**438.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[maxwellzen's solution](#)

**439.**

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[maxwellzen's solution](#)

**440.**

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[maxwellzen's solution](#)

**441.**

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[maxwellzen's solution](#)

**442.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[maxwellzen's solution](#)

**443.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[maxwellzen's solution](#)

**444.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[maxwellzen's solution](#)

**445.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[maxwellzen's solution](#)

**446.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[maxwellzen's solution](#)

**447.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[maxwellzen's solution](#)

**448.**

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[maxwellzen's solution](#)

**449.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[maxwellzen's solution](#)

**450.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[maxwellzen's solution](#)

**451.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, greedy

[maxwellzen's solution](#)

**452.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[maxwellzen's solution](#)

**453.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[maxwellzen's solution](#)

**454.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[maxwellzen's solution](#)

**455.**

1628D1

[Game on Sum \(Easy Version\) · Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[maxwellzen's solution](#)

**456.**

1637E

[Best Pair · Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[maxwellzen's solution](#)

**457.**

1650G

[Counting Shortcuts · Tutorial](#)

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[maxwellzen's solution](#)

**458.**

1654D

[Potion Brewing Class · Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[maxwellzen's solution](#)

**459.**

1660F2

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

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, strings

[maxwellzen's solution](#)

**460.**

1666J

[Job Lookup · Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[maxwellzen's solution](#)

**461.**

1667B

[Optimal Partition · Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[maxwellzen's solution](#)

**462.**

1671E

[Preorder · Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[maxwellzen's solution](#)

**463.**

1684E

[MEX vs DIFF · Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[maxwellzen's solution](#)

**464.**

894E

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

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[maxwellzen's solution](#)

**465.**

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-19 · last AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[maxwellzen's solution](#)

**466.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · last AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[maxwellzen's solution](#)

**467.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[maxwellzen's solution](#)

**468.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[maxwellzen's solution](#)

**469.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[maxwellzen's solution](#)

**470.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[maxwellzen's solution](#)

**471.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[maxwellzen's solution](#)

**472.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[maxwellzen's solution](#)

**473.**

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[maxwellzen's solution](#)

**474.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[maxwellzen's solution](#)

**475.**

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[maxwellzen's solution](#)

**476.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[maxwellzen's solution](#)

**477.**

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: combinatorics, number theory

[maxwellzen's solution](#)

**478.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[maxwellzen's solution](#)

**479.**

1480D2

[Painting the Array II](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[maxwellzen's solution](#)

**480.**

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2100 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[maxwellzen's solution](#)

**481.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[maxwellzen's solution](#)

**482.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[maxwellzen's solution](#)

**483.**

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp, math, number theory

[maxwellzen's solution](#)

**484.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp, math, number theory

[maxwellzen's solution](#)

**485.**

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, math

[maxwellzen's solution](#)

**486.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[maxwellzen's solution](#)

**487.**

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[maxwellzen's solution](#)

**488.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[maxwellzen's solution](#)

**489.**

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[maxwellzen's solution](#)

**490.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[maxwellzen's solution](#)

**491.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[maxwellzen's solution](#)

**492.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxwellzen's solution](#)

**493.**

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[maxwellzen's solution](#)

**494.**

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation,

math, sortings

[maxwellzen's solution](#)

**495.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[maxwellzen's solution](#)

**496.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory  
[maxwellzen's solution](#)

**497.**

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[maxwellzen's solution](#)

**498.**

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings  
[maxwellzen's solution](#)

**499.**

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices  
[maxwellzen's solution](#)

**500.**

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees  
[maxwellzen's solution](#)

**501.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[maxwellzen's solution](#)

**502.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees  
[maxwellzen's solution](#)

**503.**

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation  
[maxwellzen's solution](#)

**504.**

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[maxwellzen's solution](#)

**505.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[maxwellzen's solution](#)

**506.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[maxwellzen's solution](#)

**507.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[maxwellzen's solution](#)

**508.**

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[maxwellzen's solution](#)

**509.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[maxwellzen's solution](#)

**510.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[maxwellzen's solution](#)

**511.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[maxwellzen's solution](#)

**512.**

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[maxwellzen's solution](#)

**513.**

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[maxwellzen's solution](#)

**514.**

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[maxwellzen's solution](#)

**515.**

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers  
[maxwellzen's solution](#)

**516.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees  
[maxwellzen's solution](#)

**517.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings  
[maxwellzen's solution](#)

**518.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, sortings  
[maxwellzen's solution](#)

**519.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy  
[maxwellzen's solution](#)

**520.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers  
[maxwellzen's solution](#)

**521.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers  
[maxwellzen's solution](#)

**522.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings  
[maxwellzen's solution](#)

**523.**

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings  
[maxwellzen's solution](#)

**524.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory  
[maxwellzen's solution](#)

**525.**

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation  
[maxwellzen's solution](#)

**526.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees  
[maxwellzen's solution](#)

**527.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graph matchings, math  
[maxwellzen's solution](#)

**528.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs  
[maxwellzen's solution](#)

**529.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation  
[maxwellzen's solution](#)

**530.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math  
[maxwellzen's solution](#)

**531.**

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees  
[maxwellzen's solution](#)

**532.**

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees  
[maxwellzen's solution](#)

**533.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive  
[maxwellzen's solution](#)

**534.**

1567E

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

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

[maxwellzen's solution](#)

**535.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[maxwellzen's solution](#)

**536.**

1562D2

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

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

[maxwellzen's solution](#)

**537.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[maxwellzen's solution](#)

**538.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[maxwellzen's solution](#)

**539.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[maxwellzen's solution](#)

**540.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[maxwellzen's solution](#)

**541.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[maxwellzen's solution](#)

**542.**

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[maxwellzen's solution](#)

**543.**

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[maxwellzen's solution](#)

**544.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[maxwellzen's solution](#)

**545.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[maxwellzen's solution](#)

**546.**

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[maxwellzen's solution](#)

**547.**

1424M

[Ancient Language](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2200 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, sortings

[maxwellzen's solution](#)

**548.**

1425E

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

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[maxwellzen's solution](#)

**549.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[maxwellzen's solution](#)

**550.**

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[maxwellzen's solution](#)

**551.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[maxwellzen's solution](#)

**552.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[maxwellzen's solution](#)

**553.**

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[maxwellzen's solution](#)

**554.**

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[maxwellzen's solution](#)

**555.**

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[maxwellzen's solution](#)

**556.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math  
[maxwellzen's solution](#)

**557.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-13 · last AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[maxwellzen's solution](#)

**558.**

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory  
[maxwellzen's solution](#)

**559.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive  
[maxwellzen's solution](#)

**560.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths  
[maxwellzen's solution](#)

**561.**

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees  
[maxwellzen's solution](#)

**562.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search  
[maxwellzen's solution](#)

**563.**

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings  
[maxwellzen's solution](#)

**564.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[maxwellzen's solution](#)

**565.**

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[maxwellzen's solution](#)

**566.**

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[maxwellzen's solution](#)

**567.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[maxwellzen's solution](#)

**568.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[maxwellzen's solution](#)

**569.**

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[maxwellzen's solution](#)

**570.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[maxwellzen's solution](#)

**571.**

1478F

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, sortings

[maxwellzen's solution](#)

**572.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[maxwellzen's solution](#)

**573.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[maxwellzen's solution](#)

**574.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, divide and conquer, implementation

[maxwellzen's solution](#)

**575.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[maxwellzen's solution](#)

**576.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[maxwellzen's solution](#)

**577.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[maxwellzen's solution](#)

**578.**

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[maxwellzen's solution](#)

**579.**

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[maxwellzen's solution](#)

**580.**

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[maxwellzen's solution](#)

**581.**

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[maxwellzen's solution](#)

**582.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[maxwellzen's solution](#)

**583.**

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[maxwellzen's solution](#)

**584.**

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[maxwellzen's solution](#)

**585.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[maxwellzen's solution](#)

**586.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[maxwellzen's solution](#)

**587.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[maxwellzen's solution](#)

**588.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[maxwellzen's solution](#)

**589.**

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[maxwellzen's solution](#)

**590.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[maxwellzen's solution](#)

**591.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[maxwellzen's solution](#)

**592.**

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy

[maxwellzen's solution](#)

**593.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[maxwellzen's solution](#)

**594.**

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[maxwellzen's solution](#)

**595.**

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities

[maxwellzen's solution](#)

**596.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[maxwellzen's solution](#)

**597.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[maxwellzen's solution](#)

**598.**

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[maxwellzen's solution](#)

**599.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[maxwellzen's solution](#)

**600.**

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[maxwellzen's solution](#)

**601.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[maxwellzen's solution](#)

**602.**

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[maxwellzen's solution](#)

**603.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[maxwellzen's solution](#)

**604.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[maxwellzen's solution](#)

**605.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[maxwellzen's solution](#)

**606.**

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[maxwellzen's solution](#)

**607.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[maxwellzen's solution](#)

**608.**

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[maxwellzen's solution](#)

**609.**

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[maxwellzen's solution](#)

**610.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[maxwellzen's solution](#)

**611.**

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[maxwellzen's solution](#)

**612.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[maxwellzen's solution](#)

**613.**

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[maxwellzen's solution](#)

**614.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[maxwellzen's solution](#)

**615.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[maxwellzen's solution](#)

**616.**

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[maxwellzen's solution](#)

**617.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[maxwellzen's solution](#)

**618.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[maxwellzen's solution](#)

**619.**

1541D

[Tree Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-30 · last AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees

[maxwellzen's solution](#)

**620.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[maxwellzen's solution](#)

**621.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[maxwellzen's solution](#)

**622.**

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxwellzen's solution](#)

**623.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[maxwellzen's solution](#)

**624.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[maxwellzen's solution](#)

**625.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[maxwellzen's solution](#)

**626.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[maxwellzen's solution](#)

**627.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[maxwellzen's solution](#)

**628.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[maxwellzen's solution](#)

**629.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, matrices

[maxwellzen's solution](#)

**630.**

1930E

[2..3...4... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[maxwellzen's solution](#)

**631.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[maxwellzen's solution](#)

**632.**

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[maxwellzen's solution](#)

**633.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[maxwellzen's solution](#)

**634.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxwellzen's solution](#)

**635.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxwellzen's solution](#)

**636.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[maxwellzen's solution](#)

**637.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[maxwellzen's solution](#)

**638.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[maxwellzen's solution](#)

**639.**

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[maxwellzen's solution](#)

**640.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[maxwellzen's solution](#)

**641.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[maxwellzen's solution](#)

**642.**

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[maxwellzen's solution](#)

**643.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[maxwellzen's solution](#)

**644.**

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[maxwellzen's solution](#)

**645.**

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees  
[maxwellzen's solution](#)

**646.**

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees  
[maxwellzen's solution](#)

**647.**

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math  
[maxwellzen's solution](#)

**648.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees  
[maxwellzen's solution](#)

**649.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings  
[maxwellzen's solution](#)

**650.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math  
[maxwellzen's solution](#)

**651.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings  
[maxwellzen's solution](#)

**652.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings  
[maxwellzen's solution](#)

**653.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation  
[maxwellzen's solution](#)

**654.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees  
[maxwellzen's solution](#)

**655.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[maxwellzen's solution](#)

**656.**

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[maxwellzen's solution](#)

**657.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[maxwellzen's solution](#)

**658.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[maxwellzen's solution](#)

**659.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[maxwellzen's solution](#)

**660.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[maxwellzen's solution](#)

**661.**

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[maxwellzen's solution](#)

**662.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[maxwellzen's solution](#)

**663.**

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[maxwellzen's solution](#)

**664.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[maxwellzen's solution](#)

**665.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[maxwellzen's solution](#)

**666.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[maxwellzen's solution](#)

**667.**

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[maxwellzen's solution](#)

**668.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[maxwellzen's solution](#)

**669.**

1582F2

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[maxwellzen's solution](#)

**670.**

1585E

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

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[maxwellzen's solution](#)

**671.**

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[maxwellzen's solution](#)

**672.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-07-24 · last AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[maxwellzen's solution](#)

**673.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[maxwellzen's solution](#)

**674.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[maxwellzen's solution](#)

**675.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[maxwellzen's solution](#)

**676.**

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[maxwellzen's solution](#)

**677.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[maxwellzen's solution](#)

**678.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[maxwellzen's solution](#)

**679.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[maxwellzen's solution](#)

**680.**

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[maxwellzen's solution](#)

**681.**

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[maxwellzen's solution](#)

**682.**

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[maxwellzen's solution](#)

**683.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[maxwellzen's solution](#)

**684.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[maxwellzen's solution](#)

**685.**

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[maxwellzen's solution](#)

**686.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[maxwellzen's solution](#)

**687.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[maxwellzen's solution](#)

**688.**

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[maxwellzen's solution](#)

**689.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[maxwellzen's solution](#)

**690.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[maxwellzen's solution](#)

**691.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[maxwellzen's solution](#)

**692.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[maxwellzen's solution](#)

**693.**

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[maxwellzen's solution](#)

**694.**

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[maxwellzen's solution](#)

**695.**

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[maxwellzen's solution](#)

**696.**

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math  
[maxwellzen's solution](#)

**697.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees  
[maxwellzen's solution](#)

**698.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math  
[maxwellzen's solution](#)

**699.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees  
[maxwellzen's solution](#)

**700.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers  
[maxwellzen's solution](#)

**701.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths  
[maxwellzen's solution](#)

**702.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities  
[maxwellzen's solution](#)

**703.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-13 · last AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math  
[maxwellzen's solution](#)

**704.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing  
[maxwellzen's solution](#)

**705.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy  
[maxwellzen's solution](#)

**706.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[maxwellzen's solution](#)

**707.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers  
[maxwellzen's solution](#)

**708.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[maxwellzen's solution](#)

**709.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[maxwellzen's solution](#)

**710.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees  
[maxwellzen's solution](#)

**711.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees  
[maxwellzen's solution](#)

**712.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths  
[maxwellzen's solution](#)

**713.**

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory  
[maxwellzen's solution](#)

**714.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings  
[maxwellzen's solution](#)

**715.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[maxwellzen's solution](#)

**716.**

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation  
[maxwellzen's solution](#)

**717.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp  
[maxwellzen's solution](#)

**718.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities  
[maxwellzen's solution](#)

**719.**

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[maxwellzen's solution](#)

**720.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math  
[maxwellzen's solution](#)

**721.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees  
[maxwellzen's solution](#)

**722.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[maxwellzen's solution](#)

**723.**

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings  
[maxwellzen's solution](#)

**724.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math  
[maxwellzen's solution](#)

**725.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[maxwellzen's solution](#)

**726.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search  
[maxwellzen's solution](#)

**727.**

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs  
[maxwellzen's solution](#)

**728.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees  
[maxwellzen's solution](#)

**729.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees  
[maxwellzen's solution](#)

**730.**

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, two pointers  
[maxwellzen's solution](#)

**731.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees  
[maxwellzen's solution](#)

**732.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees  
[maxwellzen's solution](#)

**733.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation, interactive  
[maxwellzen's solution](#)

**734.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp,

trees

[maxwellzen's solution](#)

**735.**

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[maxwellzen's solution](#)

**736.**

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[maxwellzen's solution](#)

**737.**

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[maxwellzen's solution](#)

**738.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[maxwellzen's solution](#)

**739.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[maxwellzen's solution](#)

**740.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[maxwellzen's solution](#)

**741.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[maxwellzen's solution](#)

**742.**

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[maxwellzen's solution](#)

**743.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[maxwellzen's solution](#)

**744.**

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[maxwellzen's solution](#)

**745.**

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[maxwellzen's solution](#)

**746.**

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[maxwellzen's solution](#)

**747.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[maxwellzen's solution](#)

**748.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[maxwellzen's solution](#)

**749.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[maxwellzen's solution](#)

**750.**

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[maxwellzen's solution](#)

**751.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[maxwellzen's solution](#)

**752.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[maxwellzen's solution](#)

**753.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[maxwellzen's solution](#)

**754.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[maxwellzen's solution](#)

**755.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[maxwellzen's solution](#)

**756.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[maxwellzen's solution](#)

**757.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[maxwellzen's solution](#)

**758.**

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[maxwellzen's solution](#)

**759.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[maxwellzen's solution](#)

**760.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[maxwellzen's solution](#)

**761.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[maxwellzen's solution](#)

**762.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[maxwellzen's solution](#)

**763.**

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[maxwellzen's solution](#)

**764.**

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[maxwellzen's solution](#)

**765.**

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, graphs, trees

[maxwellzen's solution](#)

**766.**

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy

[maxwellzen's solution](#)

**767.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[maxwellzen's solution](#)

**768.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[maxwellzen's solution](#)

**769.**

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[maxwellzen's solution](#)

**770.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[maxwellzen's solution](#)

**771.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[maxwellzen's solution](#)

**772.**

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy

[maxwellzen's solution](#)

**773.**

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[maxwellzen's solution](#)

**774.**

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[maxwellzen's solution](#)

### 775.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[maxwellzen's solution](#)

### 776.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[maxwellzen's solution](#)

### 777.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[maxwellzen's solution](#)

### 778.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[maxwellzen's solution](#)

### 779.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[maxwellzen's solution](#)

### 780.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[maxwellzen's solution](#)

### 781.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[maxwellzen's solution](#)

### 782.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · last AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[maxwellzen's solution](#)

### 783.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[maxwellzen's solution](#)

**784.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[maxwellzen's solution](#)

**785.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[maxwellzen's solution](#)

**786.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[maxwellzen's solution](#)

**787.**

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[maxwellzen's solution](#)

**788.**

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[maxwellzen's solution](#)

**789.**

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[maxwellzen's solution](#)

**790.**

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[maxwellzen's solution](#)

**791.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[maxwellzen's solution](#)

**792.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[maxwellzen's solution](#)

**793.**

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[maxwellzen's solution](#)

**794.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[maxwellzen's solution](#)

**795.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[maxwellzen's solution](#)

**796.**

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[maxwellzen's solution](#)

**797.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[maxwellzen's solution](#)

**798.**

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[maxwellzen's solution](#)

**799.**

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[maxwellzen's solution](#)

**800.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[maxwellzen's solution](#)

**801.**

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[maxwellzen's solution](#)

**802.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[maxwellzen's solution](#)

**803.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games  
[maxwellzen's solution](#)

**804.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[maxwellzen's solution](#)

**805.**

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings  
[maxwellzen's solution](#)

**806.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[maxwellzen's solution](#)

**807.**

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, trees  
[maxwellzen's solution](#)

**808.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp  
[maxwellzen's solution](#)

**809.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities  
[maxwellzen's solution](#)

**810.**

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities  
[maxwellzen's solution](#)

**811.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy  
[maxwellzen's solution](#)

**812.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive  
[maxwellzen's solution](#)

**813.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[maxwellzen's solution](#)

**814.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[maxwellzen's solution](#)

**815.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[maxwellzen's solution](#)

**816.**

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[maxwellzen's solution](#)

**817.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[maxwellzen's solution](#)

**818.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[maxwellzen's solution](#)

**819.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[maxwellzen's solution](#)

**820.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[maxwellzen's solution](#)

**821.**

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[maxwellzen's solution](#)

**822.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[maxwellzen's solution](#)

**823.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[maxwellzen's solution](#)

**824.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[maxwellzen's solution](#)

**825.**

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[maxwellzen's solution](#)

**826.**

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[maxwellzen's solution](#)

**827.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[maxwellzen's solution](#)

**828.**

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[maxwellzen's solution](#)

**829.**

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[maxwellzen's solution](#)

**830.**

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[maxwellzen's solution](#)

**831.**

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[maxwellzen's solution](#)

**832.**

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp

[maxwellzen's solution](#)

**833.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math  
[maxwellzen's solution](#)

**834.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings  
[maxwellzen's solution](#)

**835.**

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation  
[maxwellzen's solution](#)

**836.**

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees  
[maxwellzen's solution](#)

**837.**

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory  
[maxwellzen's solution](#)

**838.**

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers  
[maxwellzen's solution](#)

**839.**

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive  
[maxwellzen's solution](#)

**840.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees  
[maxwellzen's solution](#)

**841.**

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive  
[maxwellzen's solution](#)

**842.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, interactive  
[maxwellzen's solution](#)

**843.**

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[maxwellzen's solution](#)

**844.**

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxwellzen's solution](#)

**845.**

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[maxwellzen's solution](#)

**846.**

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[maxwellzen's solution](#)

**847.**

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[maxwellzen's solution](#)

**848.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[maxwellzen's solution](#)

**849.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[maxwellzen's solution](#)

**850.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[maxwellzen's solution](#)

**851.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[maxwellzen's solution](#)

**852.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[maxwellzen's solution](#)

**853.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[maxwellzen's solution](#)

**854.**

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxwellzen's solution](#)

**855.**

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxwellzen's solution](#)

**856.**

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxwellzen's solution](#)

**857.**

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxwellzen's solution](#)

**858.**

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxwellzen's solution](#)

**859.**

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxwellzen's solution](#)

**860.**

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[maxwellzen's solution](#)

**861.**

105255I

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